

# PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

**16 PAGE BLOWOUT!**

## Grand Theft Auto San Andreas

**PSP  
REVEALED!**

FULL DETAILS ON  
THE PLAYSTATION  
PORTABLE!



### PLATFORM PHENOMENONS

Hands-on with **Jak 3** and **Ratchet 3**! Bigger, better, bouncier and online!

### MASSIVE REVIEWS!

Syphon Filter: The Omega Strain › Onimusha 3  
Splinter Cell: Pandora Tomorrow › Van Helsing  
Way of the Samurai 2 › Riding Spirits 2

### E3 EXPOSED!

- |                           |                       |
|---------------------------|-----------------------|
| ■ GRAN TURISMO 4          | ■ KILLZONE            |
| ■ STAR WARS BATTLEFRONT   | ■ TIMESPLITTERS 3     |
| ■ DEVIL MAY CRY 3         | ■ SHELLSHOCK: NAM '67 |
| ■ METAL GEAR SOLID 3      | ■ TEKKEN 5            |
| ■ SILENT HILL 4: THE ROOM | ■ PRINCE OF PERSIA 2  |
| ■ ATV OFFROAD FURY 3      | ■ SPLINTER CELL 3     |
| ■ THUG 2                  | ■ ROCKY LEGENDS       |

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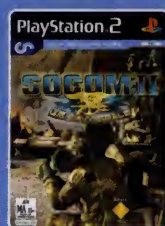
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Everquest Online Adventures



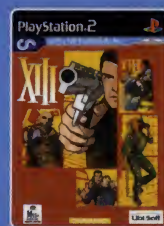
The Sims Bustin' Out



Gran Turismo 4



Destruction Derby Arenas



XIII



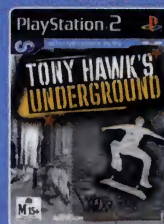
Medal of Honor Rising Sun



Syphon Filter The Omega Strain



This is Soccer 2004



Tony Hawk's Underground



SSX 3



Need for Speed Underground

This is just the start of an awesome range of Network Entertainment titles on the way.

Games subject to availability. Check with your retailer for release dates.

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## PlayStation<sup>®</sup>2

OFFICIAL MAGAZINE-AUSTRALIA

### WRITE TO

Official PlayStation 2 Magazine  
Derwent Howard  
P.O. Box 1037, Bondi Junction NSW 1355  
Telephone :: 02 9386 4666  
Fax :: 02 9386 4288  
Email :: OPS2@derwenthoward.com.au

### EDITORIAL

EDITOR :: **Richie Young**  
DEPUTY EDITOR :: **Narayan Pattison**  
narayan@derwenthoward.com.au  
ASSOCIATE EDITOR :: **Ed Lomas**  
ed@derwenthoward.com.au  
TIPS EDITOR :: **James Ellis**  
james@derwenthoward.com.au

ART DIRECTOR :: **Michael Devries**  
michael@derwenthoward.com.au  
CREATIVE DIRECTOR :: **Jane Menon**  
CONTRIBUTING PHOTOGRAPHERS ::  
**Tim Levy, Richie Young**  
OFFICE MANAGER :: **Tina Fluerty**

### CONTRIBUTING WRITERS:

:: **Tristan Ogilvie** :: **Anthony O'Connor** ::  
:: **Nick O'Shea** :: **Paul Frew** :: **Luke Reilly** ::  
:: **Kris Ashton** :: **Michelle Starr** :: **Karl**  
:: **Witherstone** :: **Matthew Sainsbury**

SHOUT OUTS: :: **Simon Ramsey** :: **Jeff**  
:: **Castaneda** :: **Dan Houser** :: **Jenny Gross**  
:: **Terry Donovan** :: **Steve Wherrett** ::  
:: **Adrian Christie** :: **Michael Ephraim** ::  
:: **Darren McBeth** :: **Ed Fong** :: **Owen**  
:: **Hughes** :: **Liz @ Playboy** :: **Chris Davey**

### SUBSCRIPTIONS

Customer Order Line :: 1800 007 820  
(Local call cost within Australia)  
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### ADVERTISING

ADVERTISING DIRECTOR :: **Nick Cutler**  
nlck@derwenthoward.com.au  
ADVERTISING MANAGER ::  
**Catherine Snell**  
cathys@derwenthoward.com.au  
Call advertising on :: 02 9386 4666  
Fax advertising on :: 02 9386 4288

### THE SUITS

DIRECTOR :: **Jim Flynn**  
DIRECTOR :: **Nathan Berkley**  
FINANCIAL DIRECTOR :: **Gary Peroy**  
CIRCULATION MANAGER :: **Karen Day**  
PRODUCTION MANAGER :: **Sue Wall**  
FINANCIAL CONTROLLER :: **Wayne Box**

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**"...we detail everything there is to know about San Andreas..."**

## EDITOR'S LETTER

**W**e told you last issue that we had a huge surprise in store for you didn't we? It's with great pleasure that this month, OPS2 can unveil the biggest, most significant game on the radar - none other than *Grand Theft Auto: San Andreas*. Disappointed? We didn't think so!

If you haven't already scrambled through the issue looking for our exclusive story then know this: we've compiled the biggest, most comprehensive story for this special game. Put simply, our massive 16-page feature story makes it the most ambitious project that this magazine has ever undertaken, but only because we're a magazine that reserves such special treatment for only the very best of the best.

Still can't find it? Well, starting on page 32 is a special sealed section, and it's inside this that you'll find absolutely everything you've been dying to know. We've got a load of screenshots (WAY more than anyone else!) - and most of which you won't see anywhere else in the world. On top of that, we detail everything there is to know about *San Andreas* - what's new, the cast, the whereabouts, what's happening with the cars and the weapons... and we get up close and personal with the geniuses behind the *Grand Theft Auto* series, Dan Houser and Terry Donovan.

But we haven't forgotten what else is happening in the world of PlayStation 2 either! Hot off the back of the E3 videogame trade show, OPS2 staffers filed stories and pictures direct from LA, where we got all the details on Sony's new PSP, and went hands-on with other massive games like *Gran Turismo 4*, *Silent Hill 4*, *Devil May Cry 3*, *Ratchet and Clank 3* and *EyeToy Chat*.

Crack it open now - this is better than a cold drink on Christmas day! We're happy to be of service.

*Richie Young*

**RICHE YOUNG**  
Editor

## FAVOURITE E3 HIGHLIGHT...



### NARAYAN PATTISON

"It doesn't get much better than a great party and Ubisoft's *Playboy Mansion* party was the greatest of the great. I haven't seen so many topless bunnies since my last hunting trip."



### TRISTAN OGILVIE

"*Metal Gear Acid* in development for PSP. Come 2005 I'll be able to tell the ladies I've got a Solid Snake in my pocket and I'm happy to see them. I can't wait."



### MICHAEL DEVRIES

"E3 was pretty cool and all but I don't think anything could top the flight over. Let's just say that before I set foot in the USA I had been "seven miles high" with some hot hostesses."



### LUKE REILLY

"*R&G3: Up Your Arsenal* wins for cheekiest game title this side of *Fur Fighters*. I laughed so hard I almost lost the mystery meat sandwich I ate on the plane."



### MICHELLE STARR

"There's been much hype surrounding the PSP. Now that we've seen the shiny goodness of the console, it looks like we're not to be disappointed. Handheld lovers will soon be in heaven."



### ED LOMAS

"*San Andreas! San Andreas! San Andreas! San Andreas! San Andreas! Woo-hoo! Yeah! Wooooooh! San Andreas! San Andreas! San Andreas! Hubba-hubba! San Andreas! San Andreaaaaaaaaassss!*"



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With an Official PlayStation 2 Magazine subscription you can get 12 issues delivered directly to your door for just \$10.41\* each. That's a MASSIVE saving of 30% off the regular cover price!

**Every new subscriber also goes into the draw to win a copy of Transformers and an exclusive Atari shirt!**

Turn to page 76 for all the details...



Archer Maclean Presents

# POOL PARADISE

ENDORSED BY



*Jimmy White*

**'The best pool on PS2'**

Official UK PlayStation 2 Magazine, May 2004

**'The best PC pool game'**

UK PC Gamer Magazine, May 2004



PlayStation®2



awesome  
STUDIOS

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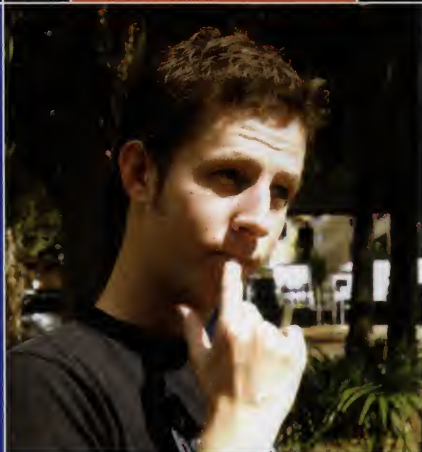
**DICK SMITH  
ELECTRONICS**





# on the dvd

## PLAYABLE DEMOS



Hello friends, and welcome to the best page about the *Official PlayStation 2 Magazine* demo DVD you'll read anywhere! I've got a quick apology, actually. Some people may have noticed that in Issue 27 we listed a few games in the Downloader section which weren't actually on the disc. Unfortunately, they were on the early demo disc that we checked while making the magazine, but Sony had to remove them at the last minute for some legal reason that we don't understand. So we're very sorry, but we couldn't help it. Blame the lawyers. We promise that it won't happen again.

This month, however, we've got a bunch of hot playable demos – including a number of games that won't be out for months yet – plus a huge selection of red-hot preview videos, and some legally correct downloads, too. So go on, get stuck in!

**Ed Lomas**

**ED LOMAS**  
Associate Editor

**PS** To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **ⓧ** to start up your choice. Please note, you may have to reset your PS2 after some demos.

### YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on a \$100 game when you can try it out on our cover-mounted DVD? From *GT3* and *MGS2* to *TimeSplitters 2* and *Final Fantasy X-2*, we've always featured playable demos of the games that matter. Throw in top quality video footage of the hits of the future and our DVD is the best bargain on the shelves.

### ■ DISC PROBLEMS?

If your disc isn't working properly, simply send it back to this address for a replacement.

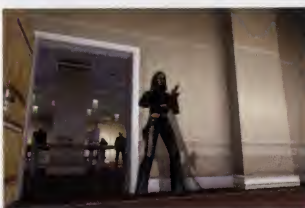
Demo Disc Returns  
Official PlayStation 2 Magazine  
P.O. Box 1037, Bondi Junction  
NSW 1355

## ALIAS



DISTRIBUTOR: **ACCLAIM**  
GAME TYPE: **ACTION**  
OUT: **NOW**  
PLAYERS: **1**

The PlayStation 2 version of the hit TV series *Alias* features (almost!) all the action that makes Jennifer Garner so watchable. Our demo features a few sections to give you an idea what it's like to be Sydney Bristow in the middle of a stealth mission. For some handy tips on how to play the game, check out the Training section, but if you're feeling confident get stuck right into the Museum operation. Here you'll need to assume an alternate identity and creep around undetected, before using some of your famous gadgets (press Left on the d-pad to look through them) to deactivate security systems – including the security guards!



## POOL PARADISE

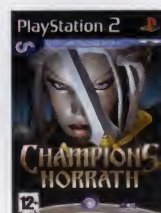


DISTRIBUTOR: **TBC**  
GAME TYPE: **SPORTS**  
OUT: **TBC**  
PLAYERS: **1**



Coming from legendary British game programmer Archer Maclean, who is responsible for a number of the best snooker and pool games ever made, *Pool Paradise* has incredibly realistic ball physics. But this is no super-serious simulation, as you're just as likely to be playing on a beach as you are in a championship hall! This demo lets you check out a quick game following the same rules as American 9-Ball, where you have to hit the lowest numbered ball on the table. You can pot any ball you want, just so long as the first ball you hit is the lowest. First to pot the 9-ball wins.

## CHAMPIONS OF NORRATH



DISTRIBUTOR: **SONY**  
GAME TYPE: **ACTION/ADVENTURE**  
OUT: **JUNE**  
PLAYERS: **1-2, (FULL GAME 1-4 ONLINE)**



This action-packed adventure set in the incredibly popular *EverQuest* universe can be played by up to four people online, and our demo gives you and a friend the chance to check out an early level together. You've got the choice of playing as a Barbarian Warrior or Erudite Wizard, and need to rush around a treetop town fighting off an intense goblin attack using weapons and magic. You can collect numerous items along the way and equip them in the menu to upgrade your abilities. Your character will also develop extra skills through non-stop fighting.





## DEADLY SKIES III



The *Deadly Skies* series is known for its arcadey flight sim action, and this latest edition continues things in style. Set in the near future, the game has loads of different characters to interact with as you work your way through the various missions. Our demo features three complete stages from the game, all using wildly different aircraft. Go for World War II-style dogfights in a propeller-powered Spitfire, or strap yourself into a futuristic jet fighter armed with heat-seeking missiles. It may take some time to get used to piloting each plane, but once you're able to swoop between buildings and under bridges like a master, there's lots of fun to be had.

DISTRIBUTOR: **ATARI**  
GAME TYPE: **FLIGHT SIM**  
OUT: **NOW**  
PLAYERS: **1**

## GOBLIN COMMANDER



DISTRIBUTOR: **TBC**  
GAME TYPE: **STRATEGY**  
OUT: **TBC**  
PLAYERS: **1**



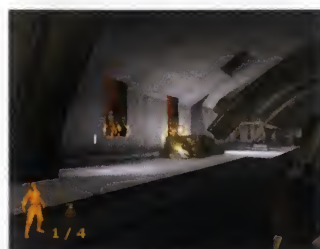
There have been real-time strategy games about all sorts of subjects, with players getting to control loads of different types of unit. World War II tanks and soldiers, alien species, spaceships, monsters... everything. But there's never been a game where you're in control of an army comprised entirely of goblins – until now! Give your horde instructions on where to go and what to do, using different types of goblin for different tasks. Take a party off exploring the map to open new areas.



## WORLD WAR ZERO

DISTRIBUTOR: **TBC**  
GAME TYPE: **SHOOTER**  
OUT: **TBC**  
PLAYERS: **1**

Imagine the First World War didn't end in 1918, and instead carried on raging until the mid-1960s. This is the alternate reality that *World War Zero: Ironstorm* puts you in. It's a first-person shooter combining elements of the 20th Century's bloodiest wars.



## MEGAMAN X7



DISTRIBUTOR: **THQ**  
GAME TYPE: **PLATFORM**  
OUT: **NOW**  
PLAYERS: **1**

Capcom's bright blue action hero is back again, this time with a bunch of friends to help him out. Run, jump, shoot and slash your way through the platform-packed stages, which switch between a side-on 2D-style view, to a third-person 3D perspective.



## reel footage

As well as playable demos, we've got all the hottest videos too!

### ATHENS 2004

The official game of the Olympics, and it's coming exclusively to PlayStation 2. Check it out!

### KILLZONE

A moody teaser trailer for Sony's forthcoming wartime shooter. This is gonna be a biggie!

### SINGSTAR

The cool promo movie from the opening of the game. You know you want to play this one...

### SILENT HILL 4: THE ROOM

If you thought the other *Silent Hill* games were spooky, just check out the disturbing freaks here!

### Also on the DVD...

NEO CONTRA  
SMASH COURT TENNIS PRO TOURNAMENT 2  
SYNPHON FILTER: THE OMEGA STRAIN  
TRANSFORMERS  
RUMBLE ROSES

## downloader

Select these to download save files direct to your Memory Card!

### RATCHET & CLANK

Grab this save to open all the areas of the game, letting you explore to your heart's content.

### ENTER THE MATRIX

Use our save file to hack into the Matrix and give yourself access to every single area.

### SPLINTER CELL

Sam Fisher doesn't like to be told he isn't allowed somewhere. This save gives him access to all areas.

### SSX 3

Blast this extreme sports title wide open with our save, which unlocks all the races and peaks.

### MAXIMO VS ARMY OF ZIN

Those blasted clockwork skeletons can get right on your nerves. Open the whole game and avoid them.

### MEDAL OF HONOUR: RISING SUN

War is horrible, especially when you're stuck on a game about it. Unlock all the levels with this save.

### THE LORD OF THE RINGS: THE RETURN OF THE KING

You've got the 50-hour extended editions of the movies, now you just need to open the game up.



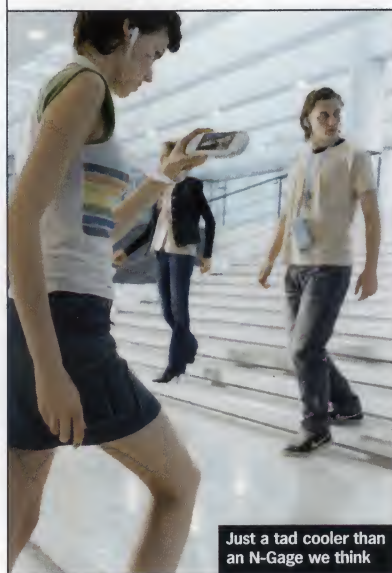
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EDITED BY NARAYAN PATTISON



## PSP BLOWS E3 AWAY

*The coolest gadget since the PlayStation is set to land early next year!*



**E** 3 2004 marked the tenth year of the prestigious event and for the tenth year running, the show's top honours were handed to Sony. PSP, the newest addition to the PlayStation family, was finally introduced to the world and it wasted no time in setting the entertainment industry on fire! These brand-new pictures of the PSP tell a thousand words, but getting some hands-on time can only be described with one word: amazing. For its compact size and capabilities, the PSP is such a technical leap forward that it harks back to the significant step when the PlayStation was first released – and brought with it a whole host of groundbreaking 3D games.

Australians can expect the PSP to be available by early 2005, so we suggest you hold off and have a late Christmas! Once you see and hold one of these things, you'll understand why we think

it's even more desirable than a debauchorous party with the members of Destiny's Child...

It's small and light enough to take anywhere but Sony has somehow managed to pack in almost as much grunt as what's already on tap inside your PlayStation 2. Put simply – this is astounding. Sony Computer Entertainment Australia is yet to confirm a local price but it does intend PSP to be a "mass market product" which, translated for the average Joe, means that you won't need to save up for years to be able to afford one.

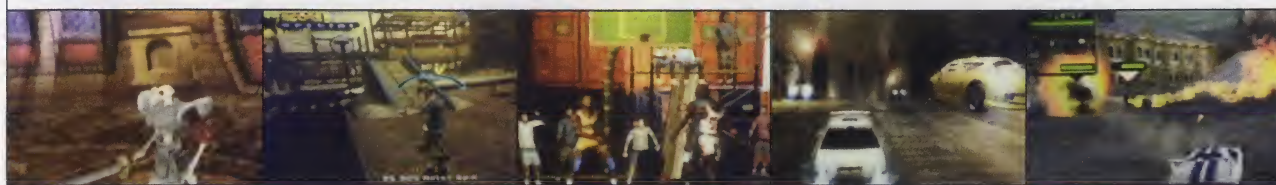
The PSP won't "just" be a games machine either. Alongside the biggest names in game development (think Konami, Polyphony, Namco, Rockstar, Activision, Codemasters, THQ, EA and Ubisoft) are other media companies – including heavy hitters from the music industry and movie studios. On show

were various interesting attachments. Sony will make the PSP compatible with its Memory Sticks, meaning that things like looking at digital photos will be possible. It's also likely that Memory Sticks will act as Memory Cards for saving game data. Other nifty gadgets will also be connectable. A GPS attachment, a camera and a PSP keyboard will make the handheld a genuine multimedia machine.

The PSP's specially designed UMD (Universal Media Disc) discs are easily big enough to store entire movies. On show at E3 was Columbia TriStar's big blockbuster for 2004, *Spider-Man 2*, but Columbia isn't the only big studio to throw its weight behind the PSP. Expect more major announcements on UMD movies in the near future.

*Spider-Man 2* looked crisp and smooth and was running perfectly throughout the duration of the show.



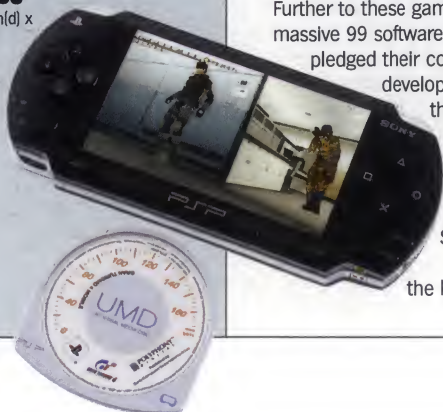


## PSP: The Full Specs

**Colour:** Black  
**Dimensions:** 170mm(w) x 74mm(d) x 23mm(h)  
**Weight:** 260g (including battery)  
**Main memory:** 32MB  
**Embedded DRAM:** 4MB  
**Display:** 4.3 inch (10.9cm), 16:9 widescreen TFT LCD  
 480 x 272 pixel (16.77 million colours)  
**Speakers:** Built-in stereo speakers  
**Main input/output:** Wi-Fi, USB 2.0, Memory Stick, IrDA, IR Remote  
**Disc Drive:** UMD Drive  
**Main connectors:** DC Out 5V  
 Terminals for charging built-in battery  
 Headphone/Microphone/Control Connector  
**Power:** Built-in lithium ion battery, AC adaptor  
**Access control:** Region Code, Parental Control  
**Accessories:** Stand, headphone with remote commander and microphone, external battery pack, case, strap  
**E3 prototype accessories:** USB camera, USB GPS and USB keyboard

## UMD: The Full Specs

**Dimensions:** 65mm(w) x 64mm(d) x 4.2mm(h)  
**Weight:** 10 grams  
**Disc diameter:** 60mm  
**Storage capacity:** 1.8GB  
 (single-sided, dual layer)  
**Laser wavelength:** 660nm  
 (red laser)  
**Encryption:** AES 128-bit



The screen displayed the movie in perfect resolution and colour, on par with DVD quality. Considering the screen is a 10.9cm widescreen capable of displaying 16.77 million colours, even the fiercest of home cinema aficionados will be happy to watch movies on the PSP. Suddenly, those train and bus rides home don't seem all that gruelling.

On the games front, *Gran Turismo 4* was the pick of the show. While it wasn't playable, Polyphony prepared special gameplay footage of their flagship game to run on the PSP. It too, was absolutely stunning. Konami has also confirmed that it will adapt its superb *Metal Gear Solid* franchise for the format, with the announcement of *Metal Gear: Acid*. Further to these gaming giants, a massive 99 software companies have

pledged their commitment to develop for the PSP. Of these 34 are from Japan, 24 from North America, 31 from PAL territories and 10 are from South Korea.

Sleek and black, the button layout is

typically PlayStation-fashioned (including, of course, all the famous PlayStation symbols). The buttons are more depressed than the Dual Shock 2's, but that won't affect gameplay whatsoever and will ensure that it is slim enough to fit into your bags and pockets. Similarly, an analogue stick has been included and the inclusion of Wi-Fi technology will mean that you'll be able to walk right up to someone and take them on in a multiplayer game. This shows that Sony is firmly committed to the gameplay aspects of PSP titles. Battery life is expected to match, or exceed, those in portable DVD players – giving around 10 hours of active life.

Sony itself is touting the PSP as a 3D-CG game system incorporating high-quality, full-motion video similar to PlayStation 2 that can be played anywhere, any time (whheeww!!). Right now, we imagine that your jaw is sitting firmly on the floor and you are profusely salivating. We don't blame you. We've been like that since it was unveiled at E3. We hope the wait won't be too long... Pray for us.

Stay tuned to *OPS2* – your first source for official PSP news. **RY**



## BATTLEFIELD ONLINE ONLY

In a move that may alienate a fair share of the market, EA's *Battlefield: Modern Combat* will have no single-player mode and only online play. With Network Adapters currently sitting snugly in the back of a mere 3% of PS2s, having zero offline gameplay is a bit of a gamble for EA.

## PS3 DETAILS EMERGE

While Sony's E3 event focused on PSP, a few tidbits about the PS3 were also revealed. There was a lot of tech talk about how the PS3 will take advantage of a new Cell-based processor to merge technology between movies and games into one seamless "cyber world". We got the sense that the PS3 will be an immensely powerful machine. This merging of technologies also lends credibility to rumours that the PS3 will be released in two forms: one will be a super entertainment unit that will encompass games, HDTV recording, movie playback and more and the other unit will be a cheaper 'games only' console.



## LIVING LIKE A PLAYBOY

Management sims have traditionally been laughed at and lumped in with snooker and *Army Men* games at the bottom of the barrel. Toss those ideas out the window, light your pipe, pull on a dressing gown and get ready to manage the bejesus out the hottest Playboy bunnies on the planet with *Playboy: The Mansion*. We may be a little biased since Ubisoft invited us to hang with Hef at the real mansion to unveil the game, but hot dang if it wasn't the best management sim we've ever seen.



## DIRTY, DIRTY GIRLS

For those of you who like to go a little more hands-on with your ladies, Konami showed off *Rumble Roses* – a girl-on-girl mud wrestling game that was hot, hot, hot. Konami has put so much detail into the mud that it clings (sexily) to the girls wherever they've touched it, then it drips (sexily) off them until they're clean, so you can get the naughty girls dirty all over again. With all this effort going into the advanced mud physics we're not sure how much time the developers will have to build a robust wrestling engine, but with options like a "hands-free" mode where the girls splash about for your viewing pleasure, we doubt gameplay will be *Rumble Roses'* main selling point. Check out the trailer on this month's demo DVD.





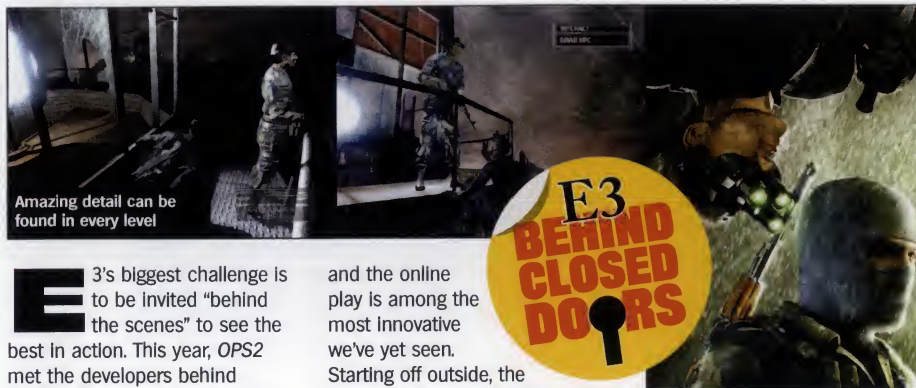
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**i INFO  
NUDGE**

GET SNEAKY

## SNEAK INTO E3

OPS2 gets covert with Splinter Cell 3



Amazing detail can be found in every level

**E**3's biggest challenge is to be invited "behind the scenes" to see the best in action. This year, *OPS2* met the developers behind *Splinter Cell 3* as they demoed one of the year's most astonishing games. While the second in the series is only just being released, the third instalment looks super-advanced with top gameplay mechanics.

Now, Sam has received more varied abilities. The demo was chosen specifically for its variety

and the online play is among the most innovative we've yet seen. Starting off outside, the designers from Ubisoft moved Sam inside and through an entire building – sneaking around in true *Splinter Cell*-style. What was different, was the amount of new moves and killing methods, as well as the outstanding weather effects.

Online play will definitely be one of its greatest strengths. We

saw a two-player co-op mission where you needed to infiltrate a building and kill your target inside, entering via the roof. By communicating via headsets, you must work together meticulously. Little other info was released, but *OPS2* will be the first with news! **RY**

## STARR REPORT

### Game Crazy!

Wasn't that May we just had a fabulous month? All of these shiny new games and accessories to feast our eyes on, and so much to look forward to. There was, truly, a most killer line-up for the PS2 at E3... so much so that we're all but wetting our daks in anticipation. From Capcom comes an unusual adventure entitled *Under the Skin*, wherein you play a cute widdle alien who can morph into people that you scan. In order to wreak merry mayhem with cream pies and blasters. By the looks of things, you'll be given points depending on how well you change form.

What is it with the aliens? THQ brings us *Destroy All Humans!*, where your mission is to – funny enough – destroy all humans. It's enough to make one wonder – are the developers trying to tell us something?

Sega brings us a remake of the arcade game *Altered Beast*. You'll be able to turn into – among other things – a yeti and a dragon, as you investigate a genetic outbreak as a military operative. I always thought there was something a bit peculiar about those guys.

Another remake comes from XS Games. Remember *Battle Chess*? Well, it's back! Only prettier! And now it's called *War Chess*! And the chess pieces? They move around and slaughter each other! I know I'm going to HAVE to play it, if only to see pawns' heads rolling. Again. And again.

Looking for something new in your sim games? Natsume brings us – of all things – a kissing sim, *Chulip*, where your ultimate objective is to kiss a girl under a tree. Looks like we won't have to practise with hands or pillows any more...



And for when you tire of that, you can move on to Arush Entertainment's *Playboy: The Mansion*. Taking the role of Hugh Hefner, it'll be your job to build up the *Playboy* empire – complete with girls in Jacuzzis, scoring interviews with celebrities (yes, the magazine does have articles), and playable campaigns of real events that helped build *Playboy* into what it is today. We hope the *Playboy* mansion's "grotto" makes the cut.

It definitely looks like we've got some crazy treats in store for the coming year. And it's good to know that E3 isn't ALL about hardware and games – it's also about showcasing the insanity of the developers. I can't wait 'til next year!

**Michelle Starr**  
Games Writer

IT'S-A-ME, BOND

## EVIL BOND!

Goldeneye: Rogue Agent is radically different from traditional Bond games



He couldn't handle the 'heat' so he was 'fired'

**E**ver since the original *GoldenEye* game was released for the Nintendo 64 way back in 1997, fans have wanted another *Bond* game to rouse the same emotions. EA has released a succession of *Bond* first-person shooters but none have really succeeded in evoking the same kind of emotions that the original game did so well.

Now though, *GoldenEye: Rogue Agent* is set for release by the middle of this year – but is it in name only? Bond himself

won't actually be a playable character in the game and EA is touting the game as the biggest departure for the series yet. Admittedly, *OPS2* was doubtful that the game would be done well, but we were pleasantly surprised to find behind closed doors at E3 that this is one of the most aggressive and brutal shooters we've ever seen.

All the legendary villains appear including Xenia Onatopp, Pussy Galore, Dr No, Goldfinger and Oddjob. Unlike other *Bond* games, which can usually be

described as being somewhat conservative in their approach and their look – *Rogue Agent* has superb action. The constant shooting, huge explosions and massive firepower will certainly change the way you view other *Bond* games. A solid story mode has also been put together for the game, and it revolves around you becoming the ultimate villain in the *Bond* universe. *OPS2* is looking forward to playing this game in the coming weeks – so be sure to stay tuned for the latest updates! **RY**



### ROCKY'S NEW ROAD

If you didn't play *Rocky* last year you deserve a good, hard jab in the ring because it's a bloody great boxing game with all the *Rocky* charm still intact. Since then EA raised the stakes with *Fight Night* but *Rocky's* come back swinging with a bruise of a sequel. After a brief hands-on it was the wealth of new modes that impressed us the most. *Rocky* no longer swings solo, with Apollo Creed, Clubber Lang, and Ivan Drago all sporting their own career modes. The drastically improved training mode lets players customise every aspect of your training, and even compete against other players during the exercises. The eyes of the tiger!

### WOMEN'S E3 ANNOUNCED

Proving that videogames aren't just about boys' toys, a Women's Game Conference will be held in Texas during the second week of September 2004. The conference will focus on topics like careers for women in the videogames industry, how women are portrayed in games and women as consumers of games. Speakers will include Sony Online Entertainment's Senior Game Designer, Sheri Graner Ray and *The Matrix Online*'s Producer, Ellen Guon Beeman. If nothing else this should help put an end to clichéd 'save your girlfriend' storylines and endless Lara Croft lookalikes. The convention has even approached *OPS2* staffers to appear as "booth hunks".



### IF IT BLEEDS YOU CAN KILL IT

We've been waiting years to utter those words in a thick Arnie accent while playing a *Predator* game. Yes, we know that *Alien Vs Predator* came out last year but it doesn't count because it was a crap strategy game. *Predator: Concrete Jungle* is a very respectable looking third-person shooter with all sorts of cool invisible stealthy, trademark triple-laser plasma rifles and a really nasty Fistsbee blade that will have you lopping off heads like a French revolutionary. It makes us want to go and rent the DVD right now! Do it! Keel meel Naaow!

### BLACK POWER

One of the least visible but most hyped games at E3 was Criterion's *Black*. The boys behind the *Burnout* series have turned their first-rate skills onto an FPS. No story was in place yet (well, not one that they've let on about, anyway) but the game was already displaying breathtaking visuals and a physics engine that lets you destroy anything you can see on screen.

If an enemy runs inside a building and tries to ambush you there's no need to follow him in. Simply pound the building with rockets and watch it collapse like Naz after one beer. It looks like everything *Red Faction* should have been!



# SPIDER-MAN 2™ THE GAME

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PlayStation 2



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PICTURES

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## CRUISING AND WASTIN' FOOLS

Ubisoft's street racer *Notorious* is a bit like *Need For Speed*, except that instead of bouncing bling-bling hotties waiting for you on the finish line, you have pipe-hitting homies with Uzls hanging out of the back of your low-slung ride. While driving with the left stick, pointing the right stick in the desired direction will have your gunner filling your fool opponents with lead. It's still a racing game, one with online play too, but you've got bullets to dodge as well as cars.



## 'ROBOT IN DISGUISE' WINNERS

Thanks to all our readers who sent truckloads of entries in for our *Transformers* giveaway in Issue #27. A lot of eagle-eyed readers spotted him correctly at the back of the line-up in our *World Championship Rugby* review but we're still getting quite a few unimaginative 'he's in the *Transformers* review' or 'he's right there next to the "find the Transformer" text'. C'mon guys, you have to try a bit harder than that if you want to score a free game. The lucky winners were: S Leggieri (Vic), K Warner (Qld), J Bourquin (Qld), C Polzot (NSW), J Jefferson (Vic), T Saxby (NSW), M Amott (Tas), S Hanley (NSW), M Raso (Vic) and T Davis (Tas).



## FOUR WHEELS ARE BETTER THAN TWO

Being big fans of the series, *ATV Offroad Fury 3* was one of the first games we test-drove at E3 and we're glad we did. The online play has been beefed up like weightlifter who eats steroids for breakfast. Six players can compete online and a unique feature sees top ranked players unlocking new skins (that are then lost if they drop down the ladder). Offline there's plenty to get excited about, with slick new powerslides and *Tony Hawk*-style trick combos. It looks like *Rumble Roses* will have a fight on its hands for the PS2's sexiest mud-flinger.

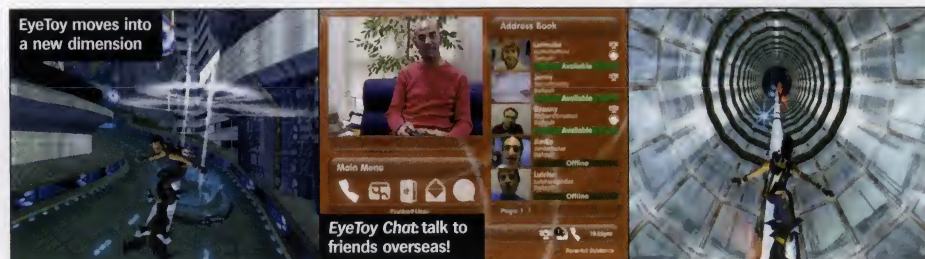
## BOYS IN THE ONLINE HOOD

Atari's *25 to Life* is as original as it should be addictive. Playing a lot like *SOCOM* meets *Grand Theft Auto*, one team of players takes on the role of a group of hard-ass gangstas kicking back in their crib, while the other plays a SWAT team trying to bust into their hideout and arrest every last mo' fo'. What's most impressive is the interactive environment. Alarms will go off and there are plenty of booby traps...

## EYE SPY

# EYE WANT MORE

Play was just the start of it



Last year's massive hit, *EyeToy Play*, will soon be backed up with numerous new releases, with particularly notable ones on their way from Sony's London development studio (the birthplace of *EyeToy* and *SingStar*). Many third-party publishers are also incorporating *EyeToy* features (like EA's new *Harry Potter* game) but it was Sony who debuted three exciting new applications at E3.

*EyeToy Chat*, *EyeToy AntiGrav* (developed by Harmonix, responsible for *Amplitude* and

*Frequency*) and *EyeToy Play 2* are all well into production and will offer PS2 owners even more innovations far beyond the traditional realm of gaming. *Chat* is the most innovative of them all, and will offer teleconferencing-like abilities. By getting online and utilising your *EyeToy*, *Chat* will allow you to talk to friends, family or even business colleagues around the world – all of course, by watching them on your TV! Among other things, *Chat* will feature free calls, chat rooms, parental control and security, video mail and, of

course, the bread and butter: sound and video. Bravo!

Little was shown on *AntiGrav* or *Play 2* but both looked very promising. *AntiGrav* will see you riding a hoverboard at breakneck speeds and the game will track all your movements on screen via the *EyeToy*. New games are still in development for *Play 2*, but one *OPS2* found a standout was its new Ping Pong game. We're anticipating that all three will make *EyeToy* almost as essential as a Dual Shock 2! Expect these titles to be released by Christmas. **RY**

## HOT LEAD

# BACK TO THE FUTURE

Will TimeSplitters: Future Perfect be perfect?

Along with the usual improvements, *Future Perfect* features an interesting twist on the old cooperative story missions malarky. Players will be able to zap between different time periods and actually fight alongside past and future versions of their character.

This feature wasn't present in the level we played but we're hoping desperately that it means the game will record your movements as you progress through a mission, then let you revisit that level and fight alongside your earlier self. Any enemies that caught you by surprise and riddled you with

bullets the first time could be capped by your future self. Whether or not the developers can work this out before the time travelling paradoxes give them aneurisms remains to be seen, but it does mean that gamers will finally be able to play with themselves without keeping a box of tissues handy. **NP**



TimeSplitters wraps up the trilogy

## E3 CELEBRITIES

### 1. GARY COLEMAN

Giving washed-up actors everywhere a bad name, Coleman made a brief raucous before security dragged him away. Apparently nobody told him his E3 contract hadn't been renewed this year.

### 2. ROBIN WILLIAMS

It was no surprise that the guy who named his daughter *Zelda* would be found at E3. Robin was hooked on the new version of *Resident Evil* – probably doing research for his next role.

### 3. MOHAMMAD ALI

'The Greatest' walked out on stage to roaring applause to represent the boxing element of EA Sports' brand. Richie didn't think he was 'The Greatest' after a 3-1 flogging on *Fight Night 2004*.

### 4. STEVEN SPIELBERG

Taking a break from the filming of *Indiana Jones 4*, the big war buff was spotted taking a keen interest in *Splitter Cell 3* and *Brothers In Arms*.

### 5. CARMEN ELECTRA

The ultimate booth babe made her usual appearance, and this year it was at the ESPN party. Surprisingly, she turned Ed down when he asked her to ditch Steve-O and party with a real man.

### 6. TONY HAWK

After introducing his *Underground 2* game the Bird Man challenged people in the game's multiplayer mode. He must have been playing with himself a lot lately because he was unbeatable.

### 7. BLACK EYED PEAS

The Peas rocked the Sony party, belting out popular hits like "Shut Up". Too bad Richie missed the whole thing after passing out in the girls' toilets. Again.

### 8. STAN LEE

The legend behind *Spider-Man*, *The Hulk* and *X-Men* was signing autographs at the show. He was a big hit with the ladies too, with more girls on his arm than Hugh Hefner.

### 9. HUGH HEFNER

Speaking of the man, we know he's a legend but we couldn't figure out why there were more guys lining up at the Playboy party to get photos with him than there were for the Bunnies. Maybe they were Xbox fanboys.

### 10. VIN DIESEL

He may look like an action star but Vinnie's one of the biggest videogames fans on the planet. He even has the *EverQuest* name tattooed on his belly. (Richie found out. Don't ask.) Yeah, you don't feel so geeky now do you?



"Wanna hang out on IQ?"



# SCREENSHOT OF THE MONTH

*Prince of Persia gets a first-rate facelift!*

Bigger environments are available in Prince of Persia 2, with tonnes of things to climb around

Enemies are going to be much tougher this time around – bigger too. This is just a baby one

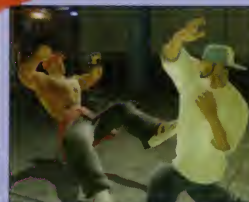
Although these guys are currently busy soiling their pants, enemies will be considerably smarter

Admittedly he's not doing it right now, but the Prince will be able to wield two weapons at once



## THE BRIDE'S TALE

We told you how sword-slashingly spiffy *The Bard's Tale* looked when we previewed it in OPS2 #27, but what we didn't tell you is that *The Princess Bride* and *Robin Hood* star Cary Elwes has signed on as the voice of the Bard. For those not in the know, *The Bard's Tale* is an action-RPG quite similar to *Baldur's Gate* and *Champions of Norrath*. What sets it apart from these games is its sense of humour. It pokes fun at RPG clichés, while delivering an adventure that celebrates all the elements fans love about the genre – just like Cary's movies did. Sounds like perfect casting to us.



## NEW DIRECTION FOR DEF JAM

Discarding the prequel's wrestling dynamic, *Def Jam: Fight for NY* has become a bare-knuckled brawler. The hip-hop rappers are still there (all 40 of them) but each one has his unique fighting style. If you think of Ultimate Fighting Championship with rappers instead of martial artists then you'd be swinging in the right direction.



## BLOODRAYNE'S BACK

With a super sexy vampire chick, the ability to reel enemies in with a harpoon to feed on them and foot-long blades that could slice limbs off, it's easy to see why *BloodRayne* was a hit. Disappointingly though, the gameplay was often twitchier than an epileptic junkie, and that's where the sequel comes in. *BloodRayne 2* polishes up all of the original's weaknesses, then adds new fatalities like slicing blokes neatly in half and 30 new combos.

## THIRD STROKE OF MIDNIGHT

Rockstar's new *Midnight Club* game will see the series team up with US magazine *Dub*. *Midnight Club Dub Edition* will now focus on luxury cars, and their partnership with *Dub* magazine will mean that the game will have a greater focus on street racing as a lifestyle. Real cars will also be in the game. OPS2 saw an Evolution Evo VIII, Cadillac, Mercedes and Ducati motorbikes. Customisation has also been taken to a whole new level. Rockstar believes the performance specs and the game's visuals will have almost endless possibilities. The company hopes to build online communities where gamers will be instantly recognisable based on their ride. With more bikes, eight-player online and real cities – this is set to be hot.

## RES EVIL GOES SOLO!

# EVIL NEWS FOR AUSSIES

*Resident Evil: Outbreak problems continue*



**A**fter missing in action for a couple of years the *Resident Evil* series recently returned to PS2 good and proper with *Resident Evil: Outbreak*, or at least it did in the rest of the world. While Japanese gamers have been plugging away at the game since 2003 and the Yanks have been dodging their zombies for the last couple of months, we're going to have to wait until October for our *Outbreak*. To rub a big handful of the

saltiest salt into the zombie wounds we wish we had, the game's main feature – cooperative online play – will be removed entirely in the local version. What really hurts though, is that *Resident Evil Outbreak 2* was lurching around E3. The new game showed the stars dashing around a zoo full of mutated animals. And it'll be released overseas before we even get the first one, it's a sad, sad day for *Resident Evil* fans. **NP**

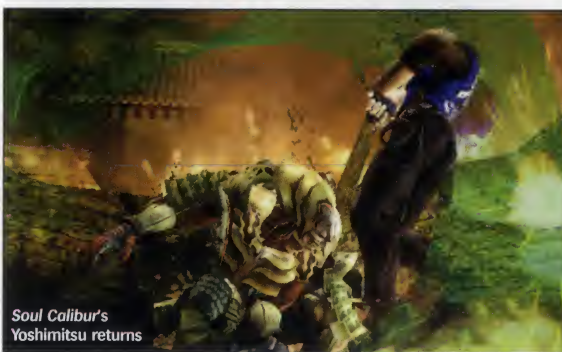
## EVEN BIGGER

# FRESH BLOOD FOR TEKKEN

*New characters to appear in Tekken 5*

**W**hile Namco wouldn't let us play the latest version of its legendary fighting series, it did show us a video and it revealed several new combatants joining the Iron Fist Tournament. By far the coolest looking newbie was Raven, a beefed-up karate kicker who looks like Blade's long lost brother. The foxy Asuka Kazama

was introduced too, whose fighting style looks very similar to her dad's (that's Jin for you non-*Tekken*-playing feebs). We also saw the slightly less foxy looking Feng Wei shaking her kung-fu booty. Our favourite bit was the fantastic new two-on-two bra and panties fight mode, or maybe that was at the *Playboy* mansion party... **NP**





# PS2 TOP 10 GAMES CHART

1



**THE SIMPSONS: HIT & RUN** holds onto the top spot for a second month in a row, even though it's been out for more than six months. Not that we're surprised. Simpsons = good. GTA = good. Simpsons-themed GTA = gold!

2



**AFL LIVE PREMIERSHIP EDITION** sells faster than meat pies at half-time. We can't help but wish that Acclaim could have tightened the gameplay up a little more though. Ah well, there's always next year's edition.

3



**FIGHT NIGHT 2004** swings into the charts with knock-out results. We haven't seen a boxing game sell this well since... well, ever. EA's brawler totally nails the fighter physics, making ever blow that much more devastating. Great multiplayer tool

RANK	TITLE	CATEGORY	DISTRIBUTOR
4.	Need For Speed: Underground	Racing	EA
5.	Grand Theft Auto: Vice City	Action	Take 2
6.	Dragonball Z: Budokai 2	Fighter	Atari
7.	SOCOM: US Navy SEALs	Shooter	Sony
8.	Final Fantasy X-2	RPG	EA
9.	Grand Theft Auto: Double Pack	Action	Take 2
10.	Crash Nitro Kart	Racing	Vivendi

## PS2 RELEASE SCHEDULE

### JULY

Athens 2004	Sports	Sony
Combat Elite: WWII Paratroopers	Shooter	Acclaim
Formula One 2004	Racing	Sony
Onimusha 3: Demon Siege	Adventure	THQ
Richard Burns Rally	Racing	Atari
ShallShock: Nam '67	Shooter	Atari
X-Files: Resist Or Serve	Horror	Vivendi

### AUGUST

Catwoman	Action	EA
Crimson Tears	Action/RPG	THQ
Headhunter Redemption	Adventure	Atari
Karaoke Stage	Adventure	Atari

### SEPTEMBER

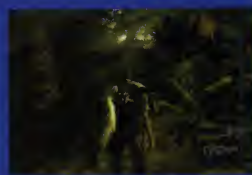
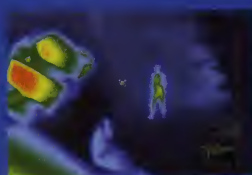
Ace Combat 5	Shooter	Sony
Juiced	Racing	Acclaim
Red Star	Shooter	Acclaim
Second Sight	Adventure	Atari
Silent Hill 4: The Room	Horror	Atari
Sly 2	Platformer	Sony
Star Wars Battlefront	Shooter	EA
Terminator: Redemption	Shooter	Atari
Worms Forts: Under Siege	Strategy	Atari

### OCTOBER

100 Bullets	Shooter	Acclaim
Burnout 3	Racing	EA
Grand Theft Auto: San Andreas	Adventure	Take 2
Jak 3	Adventure	Sony
Prince of Persia 2	Platformer	Ubisoft
Ratchet & Clank: Up Your Arsenal	Shooter	Sony
Resident Evil: Outbreak	Horror	THQ
Silent Hill 4	Horror	Atari

### NOVEMBER

Battlefield: Modern Combat	Shooter	EA
Conflict: Vietnam	Shooter	Atari
Death by Degrees	Fighting	Sony
Devil May Cry 3	Action	THQ
GoldenEye: Rogue Agent	Adventure	EA
Gran Turismo 4	Racing	Sony
Kilzone	Shooter	Sony
Metal Gear Solid 3: Snake Eater	Adventure	Atari
Midnight Club: Dub Edition	Racing	Take 2
Need For Speed Underground 2	Racing	EA
Playboy: The Mansion	Strategy	Ubisoft
Starcraft: Ghost	Adventure	Vivendi



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E3  
BEHIND  
CLOSED  
DOORS

THUGS ARE COOL

## HAWK SLAMS BACK ONTO PS2

Natas' legendary "hydrant spin" lands in THUG 2!

**T**ony Hawk was, once again, on hand at E3 to show off the game's new features. All of these are worthy and welcome, of course, but the biggest new change for THUG 2 is its new story direction. Now the story will have two

skews, as Jackass Bam Margera steps up and lands a bigger role in the series. Plot details are still scarce, but we do know that there will now be Team Hawk and Team Margera - who go against one another in a head-to-head competition. While Hawk himself

says there is now less focus on the roster of pros in the game, we do know that Bam's dad will now be playable.

In terms of new features, THUG 2 allows you to slap stickers and "tag" environments. Both of these are customisable so, when you go online - your tag will be unique and instantly recognisable. Characters are now also able to wreak more havoc, and they've been given the abilities to throw projectiles at passers-by, throw tantrums (like breaking their boards) and destroy other items within the game's large environments. **RY**



FREE SHREK GEAR

## SHREK 2 GIVEAWAY

Find Shrek and WIN!

**T**ime to give your eyes a work-out. This month, that crazy ogre Shrek has taken a break from his honeymoon with Princess Fiona and hidden himself in the magazine. We've got five huge Shrek packs to give away, including the Shrek 2 PS2 game, a Shrek 2 watch and two Shrek 2 beanies. To be in the running to win one you just need to scan through the mag and find the other hidden version of the Shrek character standing next to this text, then let us know where he is. He'll be hidden SOMEWHERE ELSE in the magazine, so please don't write in and say the one on this page! Okay? And even if you don't win the competition you can still enjoy the fun because the Shrek 2 game is due out in June. **NP**



**HOW TO ENTER** - Send entries to OPS2@derwenthoward.com.au with "Shrek 2 Giveaway" in the subject line, enter on our website www.derwenthoward.com.au or send envelopes via snail mail to: OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include: The name of the competition, your name, age, email address, phone number (mobile also) and address. All competitions close 14 July, 2004. This comp is also open to NZ residents.



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TOM CLANCY'S

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# feedback

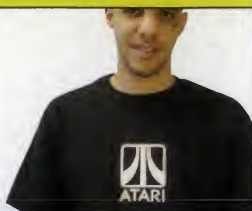
We spend the whole magazine talking to you – now you say something!

## SPEAK TO US!

Come on, we know you guys are bursting to get involved. Share your thoughts with the nation's PlayStation 2 owners in the new, Improved Feedback section and you could win an exclusive Atari T-shirt and game! Write to us on paper or on a computer:

**OPS2 Feedback**  
Derwent Howard  
PO Box 1037  
Bondi Junction, NSW 1535

Email: ops2@derwenthoward.com.au



## OPS2 chart

Some games mags are written by people who don't really play games, but not OPS2 – we play games so much here that we hardly have time to make the mag! Here's what's been making us late this month.



## WE'VE BEEN PLAYING...

### 1. SOUL CALIBUR II

Our regular lunchtime battles are still as aggressive as ever. Richie actually won a fight the other day!

### 2. PANDORA TOMORROW

We've been loving the new set of stealthy missions, and our few multiplayer games have been awesome!

### 3. GRAND THEFT AUTO: VICE CITY

Ed and Narayan both finished the game this month – thing is, it was Narayan's second time through...

## VOTE FOR THE GREATEST PS2 GAMES EVER!

Help us compile the definitive list of gamers' PlayStation 2 favourites!

You probably saw our 101 Greatest PS2 Games feature in Issue 27, but now we want to know what YOU think the best PS2 games ever made are! Simply send us an email at ops2@derwenthoward.com.au, with 'Greatest Games' as the subject, and your favourite five PS2 games listed IN ORDER. Feel free to tell us briefly why you think they're the best, too. We'll compile everyone's votes and comments together and give you the official results in a future issue of OPS2!

## FLATTERY WILL GET YOU EVERYWHERE

I'd just like to say great job, I love your work. What's with the new look? Not that there's anything bad with it, but is there any particular reason you changed the look of the magazine except because you thought it looked cooler?

**Dantan Yohan, via email**

No, not really. We just want to keep the mag looking fresh and zappy and pingy for all you lovely readers out there, and our art director Michael fancied giving himself a bit more work to do. We've given a few



Official PlayStation 2 Magazine: now shinier, groovier and betterer than ever!

more pages some spit and polish this issue (including the newly expanded Feedback section you're reading now), and we'll carry on evolving OPS2 over the coming months to make it better and better until we explode!

## GO ON, MAKE ME LAUGH

I think we need more games that are fun to play. When I say fun I mean really make me laugh while I'm playing it. Sure, some people find a first-person shooter fun but they're all the same. You know the drill – you get 20 different weapons, 12 levels and few tricks here and there and you've got a game. It's so easy to design a game like that. But what first attracted to me games was that they made me laugh. Jak & Daxter was funny but the sequel was dark and violent. Why? I'm not one of those social activists that believes violent games make people display violent behaviour or anything like that, but I just feel games that are funny can still be a challenge and you get a laugh out of them.

PS. I am the guy that won the Ted Baker suit in The Getaway competition about a year ago. I got married in the suit, probably

making me the only person to get married in a suit won from a videogames magazine. Some people didn't believe me when I said I had won it in OPS2. Only thing about being married is I get less time on my beloved PlayStation 2.

**Nev Clarke, via email**

Narayan actually got married in a free Crash Bandicoot T-shirt and Tomb Raider tracky dacks, and Richie is planning to say his vows while dressed up in one of those big foam Jak mascot outfits.

## TOO MUCH CHOICE!

In my eyes, games like Grooverider and Activision Anthology are pathetic and don't deserve to wear the PlayStation badge. Compared to the likes of MGS2 or Vice City they are nothing. Why would you spend \$50 on something like that? Games like these are bringing down the standard of PS2 games. If they are not going to sell, are they worth putting on the shelves? I know there's nothing you can do about new companies making games. I might only be the ordinary gamer but still I think it's a bit weird how games are being rated 3 and 4 and still being made.

**Uzi Shahid, via email**



## AUSSIE RULES: IT DOESN'T RULE!

Firstly, great magazine, blah blah, et cetera.

Now on to what has me pissed off. As a Victorian living in NSW I've always missed my AFL, so each year I have foolishly parted with close to \$100 for the latest AFL Live game. I've done this ever since the games first arrived in 1999 on the PSone. I guess this shows just what a slow learner I am. This [AFL Live: Premiership Edition] is without a doubt the worst installment of the game ever. It is unplayable as far as I am concerned. The reaction of the players is not 'slow' as the review stated, but non-existent. In 'easy' I win by a couple of hundred points without much effort, at 'normal' level a hundred point loss is not unusual. So much for a nice steady learning curve.

Marking is impossible, as is spolling. As for where one of my hand passes may go if I hand pass as I'm tackled, God only knows. Trying to a lead is futile as the computer-controlled players will double back in the opposite direction just as you kick it. So the only solution is to bomb it long and hope.

Screw it, I'm going back to playing soccer games – sure I get my ass kicked but it's because I suck, not because the game does. I would like to say that I won't buy the next AFL Live game, but of course I will and hope that it has improved. I would like to suggest though that the makers just go back to the first game and make it prettier – that was the last version that was even slightly playable.

And one tip for other gamers – if a game has been out for two weeks and there are seven second-hand copies in your local game shop, it's because the game sucks. I try and buy every Australian game that I have even a slight interest in, but if they keep putting out crap products just because they know there is no competition it won't be long before people would rather just not play the game at all than the half-assed versions served up to them. I'm off now to throw things at the TV while slowly tearing up my money – I consider this pre-season training for AFL Live 2005.

**James Batchelor, via email**

Well... there's not a lot we can say to that, you big idiot! Have an Atari T-shirt and game to play while you're waiting for your next fix of football frustration.



James Batchelor stages a silent protest outside Acclaim's offices





## cuttings

Little bits of leftover letters that we found on the floor

### Must... edit... magazine...

Is Richie Young a really a robot?

Ash, via email

Yes. He can transform into a shopping trolley, too, which makes him great to have around when we go to Bi-Lo.

### Not looking hard enough

Dear Mr Howard, I buy your magazine every month and I love it but I was wondering, could you please do a review on Tom Clancy's Rainbow Six 3.

Lain Taylor, via email

Sure Lain. Hey, just for you, we'll teleport the review backwards through time into issue 25, and even put it on the cover for you.

### Lucky People

Do some of your people get to go to E3 cause if they do you guys are lucky bastards.

Chris Roberts, via email

Yeah, we do and yes, we're lucky bastards. Well, we don't all go at the same time because we'd never get the magazine made, but we were definitely there this year, and you can read about all the hot games we checked out throughout this month's mag.

### Must try harder

The hidden Decepticon (issue 27) is not actually hidden. I found that out when I studied the text and found this line "It's got to be THIS robot printed here!". That is the clue that lead me to believe that the robot is the one next to the competition text.

Lachlan, via email

Your reasoning is certainly original, Lachlan, but unfortunately it's also spectacularly incorrect.

### Reviewing Revolution

I reckon you people have the coolest job. Also I want to say that I'd give every sports game 0/10, and Final Fantasy 5/10, because it is like selecting a scene in a DVD and watching it happen.

Edward Pepperell, via email

Hmm... yeah, thanks for that, Edward, but unfortunately our reviewing process is a little more complex than that. Thanks for your application though - don't call us, we'll call you!

It's all part of the wondrous universe of PlayStation 2 games - we've got a far bigger selection of games to choose from than owners of any other console, and while some of these games may not appeal to you, there are PS2 owners out there who are keen to get their hands on them. So just as long as we're getting a regular flow of triple-A games (as we most certainly are!), it's all fine with us!

## THE GREAT DEBATE: PART 1

Hey guys, great mag, but I have something to moan about with issue 26 - the section on the 101 greatest PS2 games. I mean, what's up with that? The games are all over the place. Firstly, Metal Gear Solid 2 should have been at least second.

Secondly, why have you guys joined GTA3 and Vice City together and put Jak 1 and 2 separately? Thirdly, what is Devil May Cry 2 doing at number 4 when it stank compared to DMC? And what the hell is Resident Evil: Code Veronica X doing at 93? C'mon guys, I'm sure you'll agree that this game is better than The Thing.

I've let it out now. That's all I've got to say.

Abdul Assaad, via email

Okay, first off, Devil May Cry 2 was an unfortunate mistake. We meant Devil May Cry, but somehow a sneaky number '2' got stuck on the end of the title by accident. Very sorry about that. We joined

Why does everybody hate me...?



Devil May Cry 2: not one of the greatest PS2 games ever

GTA3 and Vice City together because they were re-released as a single game - GTA: Double Pack. As for the list itself, it's fine that you disagree with us - it's good, in fact! If you move your eyes over to the bottom-left of Feedback, you'll notice a section headed "Vote For The Greatest PS2 Games Ever" which contains details on how you can help compile the ultimate PS2 gamers' chart. You've seen what our favourites are - now tell us yours!

## THE GREAT DEBATE: PART 2

Hi guys, great magazine.

You've probably received a truckload of emails on the following topic. The topic being your top 101 games on PS2.

Why did some games rate higher than others which received a higher score out of 10 when you reviewed them? For example, games such as Resident Evil: Code Veronica X came in at number 93 with a review score of 9/10 and six games which received 7/10 are in higher positions. I would think games receiving full marks would all be at the top of the list. You may think I sound like some snotty little smart-arse. I'm not. I believe your reviews are the best in the business and always read them before purchasing a game. You all do a great job. Keep up the good work

David Fox, via email

It's okay, David, we don't think you're a snotty little smart-arse! We didn't want to make a list that simply put all our reviews in score order, because that would be boring - we wanted to compile a list of games that we're still playing, and that we think everybody should own. The games that stand out in our minds as being the 'greatest' on PS2, rather than the ones that are the most popular, or scored most highly at the time we reviewed them.

## NOOOO! DON'T DO IT!

I just wanted to know if it was possible to open the PS2 case, because I think the lens might be a little dusty and need to be cleaned out. I recently bought Manhunt and the game said 'disc error', so I got it replaced and the same thing happened again. This happens to most of my games. By the way, Great Magazine!

Derryn Duong, via email

Ooh, no, we don't recommend opening your PS2 up! There's all kinds of delicate electronics in there that you could easily damage, plus you'll invalidate your warranty, if it's still valid. Try a DVD lens cleaner disc from a hi-fi shop, and if that doesn't help, call the PlayStation 2 Technical Support line on 1300 365 911.

# most wanted

From now on we're going to have a monthly Readers Most Wanted chart every issue, where we'll keep track of the games that you guys are most looking forward to. If we know what you're excited about, we'll know what to give you the most coverage of - so vote now! Send us an email to [ops2@derwenthoward.com.au](mailto:ops2@derwenthoward.com.au), with 'Most Wanted' as the subject, and list the top five upcoming PlayStation 2 releases you're most looking forward to. Tell us why you're excited, too, and we might print your rantings with your most anticipated title.

Just this once, because it's the first time, here are the three games the OPS2 team is most looking forward to:



### 1. GTA: SAN ANDREAS

"Bicycles! Bicycles! Yeah! And hopefully some Guns N' Roses on the soundtrack! It's going to be the best game ever made! Woo-hoo!"

Ed Lomas, OPS2 Magazine



### 2. JAK 3

"It may have only been bought by six of us but Jak II: Renegade was my pick for game of 2003. Jak 3 looks so good I've even been completely ignoring my copy of Root Beer Tapper."

Narayan Pattison, OPS2 Magazine



### 3. BURNOUT 3

"I've always wanted to crash a car, but I can't afford to buy one in real life. Burnout 3 will let me live out all my auto-destruction dreams!"

Michael Devries, OPS2 Magazine



## HANDS-ON

PLAYERS: 1-16 ONLINE

DISTRIBUTOR: EA

DEVELOPER: PANDEMIC STUDIOS

WEBSITE: [WWW.LUCASARTS/GAMES/SWBATTLEFRONT](http://WWW.LUCASARTS/GAMES/SWBATTLEFRONT)

LAST SEEN: FIRST LOOK

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

70%

**STAR WARS BATTLEFRONT** will certainly kick intergalactic ass online, and we hope it will in single-player too.

STAR WARS BATTLEFRONT

This TIE Fighter pilot's looking out of his depth

Why didn't they use green Stormtroopers on Endor?

The heavy droids have guns for one arm

MULTIPLAYER SHOOTER

# STAR WARS BATTLEFRONT

It's the game *Star Wars* fans have always dreamed of... because you can kill Ewoks!

## TOTAL UNIT



All four 'factions' in the game will have six different unit types to choose from. Four types will be available across all the factions – standard Infantry, scout, heavy weapons, and pilot, with each one having different abilities (such as the scouts being able to snipe, and the pilots being able to repair vehicles). Two units per faction will be unique, such as a Rebel spy who can sneak into enemy bases in disguise... unless spotted by one of the Empire's own unique units – an Imperial officer with the ability to see through such plans. Plenty of play will be required before you find the ideal unit to suit your playing style and the requirements of your team in each kind of battle, which we don't mind at all!

September 21st, 2004 will be an exciting day for *Star Wars* fans. Not only do we finally get the original trilogy on DVD (or, at least, the eternally interfering George Lucas's latest version of the original trilogy), but also a game designed to let you experience the epic battles of the movies first-hand.

"But we've done that before!" you cry. No, you haven't done that before. You've flown spaceships over the top of ground battles, or been a Jedi master slicing his way through an entire army on his own, but you've never been one of the regular, hard-working troops on the ground, in the thick of the action, fighting side by side with other battlers, working to a common aim for the greater good of the galaxy, whether that be for the Empire or the Rebellion.

This is exactly where *Star Wars Battlefront* will put you – slap-bang on the frontline, with a blaster in your hand. Obviously 'inspired' by the success of online multiplayer shooters such as *Battlefield 1942*, *Battlefront* is primarily designed for large numbers of players to get together over broadband (or a local network, if you're able to organise a bunch of people to get their PS2s together) and fight it out in specifically designed deathmatch arenas.

All the major battles of the *Star Wars* quintology will be represented – the frozen battle on Hoth, the Ewok-filled forest on Endor, the initial battle of the Clone Wars on Geonosis, the invasion of Naboo, the lot. You'll have four factions (ie. teams) to choose from – Rebel Alliance, Galactic Empire, Republic Clone Army and Separatist Battle Droids – with more than 20 different character types in all, meaning teams will be made up of a variety of specialised units all working together in the best way possible. At least, that's the theory, anyway.

Expect plenty of fixed weapons to use and battle for control of, as well as more than 30 location-specific vehicles to steal and do with as you please. We're not talking any old vehicles here, remember – we're talking *Star Wars* vehicles. You know, like speeder bikes, and AT-STs, and X-Wings, and snow speeders, and those big battle tank things, and those rolling things with the big rings for wheels, and the Republic Gunships that hold loads of troops, and tauntauns and, and... allieeeee! It's all too much for a poor *Star Wars* fan to take!

Certain battles will also have computer-controlled characters as part of the landscape. For example, during a Rebels vs Empire scrap on Endor, everyone's least favourite piece of merchandising – the Ewoks – will run





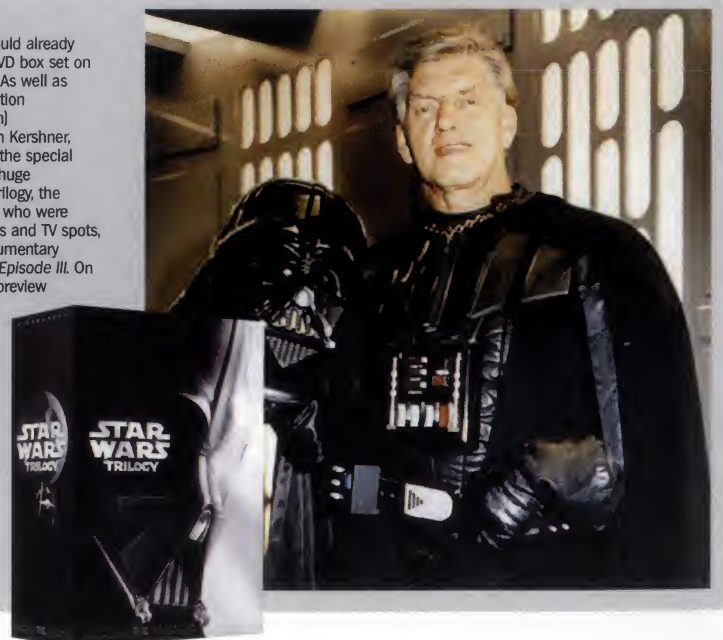
around throwing rocks at Stormtroopers, and setting traps to bring down AT-STs. On Tatooine, those pesky Tuskan Raiders will take pot-shots at anyone they can, just for a laugh (it's more like a 'honk' really). On Naboo, you can choose to help the Gungans defend their planet or, more likely, become a Battle Droid and lay into Jar Jar Binks and his floppy-eared, googly-eyed friends. Special bonuses will be available for successful teams, too, such as being able to call Darth Vader or Luke Skywalker into a battle to help you out in troubled times, or ordering an air-strike over an enemy base. Cool!

While the online multiplayer mode is where the most fun is going to be had, a split-screen option is also being added for the less well connected among us, as well as single-player modes designed to take advantage of the computer-controlled 'bots. On top of a single-player version of the main 'Galactic Conquest' mode, where teams battle across a series of planets, tournament-style, the 'Historical Campaign' mode will put you in the middle of direct recreations of the movies' major scenes.

So you see what we mean about September 21st being an exciting day for Star Wars fans? If Battlefront lives up to its promise, we'll be in that galaxy far, far away for a long, long time. **EL**

### A LONG TIME AGO...

Any self-respecting Star Wars nerd should already have a copy of the Star Wars Trilogy DVD box set on order, ready for its September release. As well as containing Episodes IV-VI in high-definition widescreen, you'll also get (deep breath) commentaries from George Lucas, Irvin Kershner, Carrie Fisher and others involved with the special effects and other areas of production, huge documentaries on the making of the trilogy, the characters, the lightsabers, filmmakers who were influenced by Star Wars, original trailers and TV spots, production photos, posters, and a documentary revealing how Darth Vader will look in Episode III. On top of all the movie stuff, there'll be a preview of the forthcoming Episode III videogame, as well as a trailer for Star Wars Battlefront. George Lucas has yet to reveal exactly how many more changes he's made to the original three movies since 1997's Special Editions, but we're willing to put money on LA Law's Jimmy Smits (Senator Bail Organa) being inserted into the original Star Wars, and Hayden Christensen (Anakin Skywalker) appearing as a ghost with Yoda and Obi-Wan at the end of Return of the Jedi. You mark our words...





## HANDS-ON

PLAYERS: 1

DISTRIBUTOR: ATARI

DEVELOPER: FREE RADICAL DESIGN

WEBSITE: [WWW.CODEMASTERS.CO.UK/SECONDSIGHT](http://WWW.CODEMASTERS.CO.UK/SECONDSIGHT)

LAST SEEN: FIRST LOOK

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

70%

**SECOND SIGHT** is more than a *TimeSplitters* spin-off. Its deep story and psychic powers make it a likely hit for 2004!

SECOND SIGHT

## FRIENDS DON'T SHOOT FRIENDS

Or at least they shouldn't. But with a little help from John Vattic's mind powers you can watch them do it whenever you want.



Vattic's ghost has the goon possessed faster than you can spin your head 'round and say "Exorcist". No projectile vomiting this time though.



A quick shot to the nuts takes care of goon #2, leaving you to coerce #1 into turning off the lasers and tossing himself out the nearest window.

X THIRD-PERSON SHOOTER

## SECOND SIGHT

*Free Radical Design's second series might just be its best*

**E**ver been really bored and tried to lift one of the pens off your desk using the Jedi mind trick? Or wished you could turn invisible and sneak inside the girls' locker room? Surely you've fantasized about a having a bit of hands-on fun with Halle Berry and Liv Tyler?

Well, you're going to have to keep dreaming about the third one, but when it comes to telekinesis, invisibility and all things psychic, we've got just the game for you. As if *TimeSplitters: Future Perfect* (see page 14) wasn't good enough, Free Radical Design has also been belting away creating *Second Sight*, a third-person shooter with more government conspiracies and supernatural events than all nine seasons of *The X-Files*. OPS2 managed to sneak behind closed doors at E3, to meet Free Radical's founder and industry veteran David Doak for a first-hand look at the game.

We meet John Vattic as he wakes up from a lengthy coma in some nondescript government facility, with no memory of how he got there or why he's been experimented on. As a plot device this works brilliantly because the game's players find themselves in the same boat as Vattic, struggling to escape the facility and figure out what the hell's going on. We learn a little more about

the story with each disturbing revelation he unearths.

Vattic's psychic powers are discovered early on in a cool little cut-scene. Still trying to come to terms with what's happened to him, Vattic staggers out of a lift, half dressed and covered with bloody bandages. Seeing this, a nearby guard vaults over his desk, whips out his gun and orders Vattic to get on the ground. After trying to convince the guard that he only wants to find out where he is, Vattic is flung to the floor. Groaning and clutching at his head, a powerful psychic blast erupts and throws the guard across the room, making a rather nasty mess on the far wall.

And before you ask, no, this isn't some elaborate cut-scene that uses pre-rendered footage to show the game's characters doing a bunch of perfectly choreographed acrobatics that you're never able to try out yourself. These cut-scenes use in-game graphics and physics, and as soon as a new psychic power is discovered you'll be able to play around with it yourself. During the course of the game Vattic will learn to use his mind to move objects around, become invisible, travel around as a ghost and heal his wounds.

We only managed to play through a brief demo of the game but from what we experienced the psychic

powers are much more than a cheap gimmick and have really been put in the game with the idea of letting players have as much fun as possible.

All the objects in the game have a detailed physics engine applied to them. If Vattic stacks a few crates on top of each other they'll pile up nicely, but try and do the same thing with a load of office chairs and you'll get nowhere. Objects react exactly like they should.

This realism extends to every enemy and puzzle in the game. If there's an enemy up the corridor there's an almost limitless number of ways you can deal with him. Sneaky types can make a noise to distract him from his post, or turn invisible and wander past. Aggressive players can shoot at him, throw an object at him or just hurl him out of a nearby window. Really devious players might possess the guard, make him push an explosive barrel around the corner to a nearby laser barrier and shoot the barrel from point blank range. This way the explosion kills the guard and disables the next obstacle blocking your path, making you feel pretty damn clever.

The most impressive thing we took away from the demo was its sheer playability. It doesn't matter how you choose to play *Second Sight*, you can't help but have fun. Keep an eye on this one. **NP**



It's nice to see Vattic still finds time to enjoy the odd hug



"How old are you? I can't believe you still can't dress yourself!"



Vattic REALLY thinks Miriam has taken reality TV too far



## PSYCHIC ABILITIES 'R' US

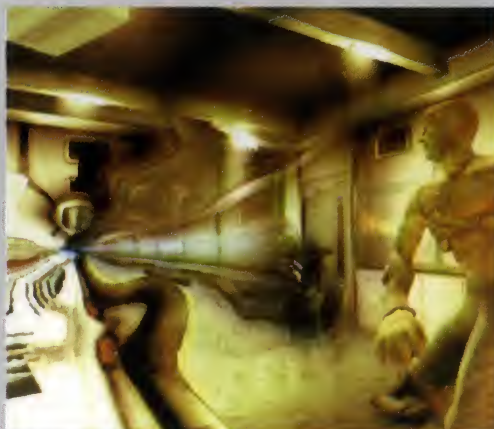
If a boggling array of psychic powers is the 'price' of being used as guinea pig in a few top-secret government experiments, where do we sign up?



**PROJECTION** – not only the ultimate in home theatre technology, but a very handy psychic ability. Vattic can use this ghostly form to move through walls and possess enemies. We reckon he must have had a wild time at college.



**TELEKINESIS** is easily Vattic's flashiest psychic power. Chairs, explosive barrels and even enemy guards can all be flung around like cheap Frisbees. This feature takes its cue from the most famous "telekinesis moment" in *Carrie*. Silly Spacek basically goes nuts, to give one of the most memorable endings in movie history.



**PSI-BLAST** sends out a powerful burst of energy that knocks over any nearby enemies, complete with a cool wavy visual effect. Not great for keeping a low profile though... Funny enough, this screenshot is all too familiar and reminds certain members of the OPS2 team of the recent *SingStar* industry launch event on Sydney Harbour...



## HANDS-ON

PLAYERS: 1-2 [1-6 ONLINE]

DISTRIBUTOR: SONY

DEVELOPER: POLYPHONY DIGITAL

WEBSITE: WWW.GRANTURISMOWORLD.COM

LAST SEEN: OPS2#24

RELEASE DATE: NOVEMBER

PERCENTAGE COMPLETE

70%

**GRAN TURISMO 4** will be the best racing game ever. We're happy to bet on it! November just can't come fast enough.




Auto Erotica: it's sexy and the online aspect will be hot!



It's not just the cars that are stunning. Need more proof?



Add a fine lady, champagne and voila - you're in heaven!

RACING

# GRAN TURISMO 4

*Hotter than burnt rubber, yet cooler than having the air-con on full blast*

**W**e know you're still upset. The sure-fire hit *Gran Turismo 4* was almost certain to come out at the start of this year after being postponed from a Christmas 2003 release, when it was again pushed back. Fortunately, the current release date is likely to be the final one, with the game looking on track to meet its new worldwide November 2004 release. As well as releasing *Gran Turismo 4: Prologue* to quench the racing thirst of GT fans everywhere, Sony also gave us a look at the full-sized game during E3.

It was the president of Polyphony himself, Kazunori Yamauchi, who unveiled the new Photo Mode. Here you can take any of the game's 500-plus cars onto a track, position it wherever you want and then use a whole bunch of suave camera effects to take the ultimate snapshot. It's likely you'll be able to trade these online or print them out with a USB photo printer and use them as tasteful lavatory wallpaper. Imagine being surrounded by glorious images of your pink buffed-up Hyundai while reading the weekend paper and dumping - sheer bliss!

Additionally, Yamauchi talked about the new "human element" of the game that means all cars will now come complete with a 3D modelled driver that realistically

reacts to the car's motion. The roadside spectators have also taken the step out of the dark ages from 2D roadside objects to fully rendered 3D entities complete with celebratory animations. Yee-haw! We saw a bunch of these new spectators hanging around the track looking all filled out, and were impressed with how much life and detail they brought to the visuals. If Kazunori finds time to work in local animals running onto the track for some potential roadkill situations that would be the icing on the cake...

There were also some big confirmations. *Gran Turismo 4* purchasers will be racing on no fewer than 50 tracks, including the newly announced Capri, Hong Kong Street and Nurburgring courses. The latter is internationally notorious as being one of the toughest race tracks in existence. Featuring over 170 turns, gamers will really be able to push and improve their driving mettle by mastering its 20 kilometres of track. In terms of cars, the huge roster will be derived from around 80 manufacturers of past and present eras. And, finally, the online mode was confirmed to support up to six-player simultaneous play, while also supporting voice functionality. Whooo-mama! **DE JE**

## THE LOGICAL PURCHASE

You've waited so long for GT4, you're a racing nut and you want the best experience - you'll need to buy the new Logitech GT Force wheel, come November. Most wheels are as useful as a zipper on ladies' jeans, but as Logitech proved with its last wheel, its products are the exception. Not only do you have 900 degrees of movement, force feedback and a gear shifter, but the wheel is specially calibrated for GT4. Expect to have to turn a lot harder while manning a grocery-carrying Volvo as opposed to a road-ripping Lotus. While Logitech is yet to announce an official price, we're guessing the wheel will at least be in the \$150-200 price range. We're already saving...





## HANDS-ON

PLAYERS: 1

DISTRIBUTOR: ATARI

DEVELOPER: KONAMI

WEBSITE: WWW.KONAMI.COM/MGS3

LAST SEEN: OPS2#27

RELEASE DATE: NOVEMBER

PERCENTAGE COMPLETE

38%

**METAL GEAR SOLID 3** has Kojima's quirky storytelling style, but there's no denying the epic brilliance of the latest installment.

**METAL GEAR SOLID 3**  
GRADE: A+



Good one, Snake, you're totally invisible. He'll never see you...



Don't shoot, Snake, they're just migrating for the winter



"Why won't you go out with me? It's the scar isn't it?"

Sneak made them build his cool sunnies into the helmet

X STEALTH SHOOTER

# METAL GEAR SOLID 3: SNAKE EATER

Welcome to the jungle. On today's menu: Spicy viper and cobra pie

**H**ealthy eating seems to be one of the main themes to come out of both *GTA: San Andreas* and *MGS3*. Perhaps it's an attempt to make up for videogames' role in the record levels of childhood obesity, or perhaps it's just a coincidence. Thankfully though, videogames have managed to turn the health food message into a fun gameplay gimmick.

Sneak has a stamina meter in the game that gradually drains. The hungrier he becomes, the shakier he gets and the worse his aim becomes. Eating food is the only way to recharge his stamina, but he can't just eat anything. Snake must balance his diet with meat and vegetables. And some animals and plants will have an adverse effect on Snake's health. While this is all sounding pretty dreary, the fun part comes when you hunt for the food. Snakes, fish, crocodiles, scorpions and birds can all be shot and eaten. Stalking through the jungle, seeing blades of grass rustling beside you, firing a couple of shots into the grass and pulling out a juicy snake is definitely a first for gaming.

After demonstrating the hunting, Kojima showed us a

montage of action from the rest of the game. Snake was shot at by an attack chopper and a squad of soldiers in one-man flying vehicles before he dealt with them by using a massive sit-down gun turret. We also saw him go to town on a village full of soldiers with a sniper rifle, including an amazing shot that saw him take out two soldiers with one bullet. Other revelations included a dramatic battle between Snake and a young Revolver Ocelot, and the introduction of the game's mysterious boss – a seven foot tall bloke with the ability to fire electricity from his fingertips. As if that wasn't reason enough to steer clear of him, he also crushes his underlings' testicles with his bare hands.

Bizarre antics aside, we came away from the demo in awe of the graphics, itching to take on the smarter, flamethrower-wielding enemies, desperate to try out the new 'stick a knife in some poor bloke and lead him around as a hostage' move and keen as hell to battle a bunch of super villains for control of the original Metal Gear. This will rock. **NP**

## THE CROCODILE HUNTER

We suspect mastermind Hideo Kojima is more than a casual fan of croc-wrangling hero, Steve Irwin. Why else would he have taken the super spy out of the top-secret military bases and into the jungle? Why else would there be all this snake catching, snake eating and, of course, crocodile wrestling? Not only can Snake kill and eat crocodiles but he can use them as disguises to sneak up on enemies. The crocodile hat is just another aspect of the detailed "Camouflage Index" – which gives you a percentage rating based on how well your fatigues and face paint match your surroundings.





## HANDS-ON

PLAYERS: 1-12 ONLINE

PUBLISHER: SONY

DEVELOPER: GUERRILLA

WEBSITE: [WWW.KILLZONEPS2.COM](http://WWW.KILLZONEPS2.COM)

LAST SEEN: FIRST LOOK

RELEASE DATE: LATE 2004

PERCENTAGE COMPLETE

65%

**KILLZONE** is looking very impressive. This was easily one of E3's hottest games and could be one case where it's worth the hype.

**KILLZONE™**

The environments will realistically take damage



They may look futuristic, but their weapons remain lead-filled

X FIRST-PERSON SHOOTER

# KILLZONE

## Could this be the ultimate frontline shooter?

For those of you who haven't seen enough war movies, a 'kill zone' is the area within an ambush where everyone in it is killed or wounded in a matter of seconds. We can't think of a better term to describe this sharp-looking shooter from developer Guerrilla. If you thought the Belgians were able to turn out a quality first-person shooter after playing *XIII*, just wait until you see what the Dutch have to offer here!

*Killzone* is a squad-based FPS set in the not-too-distant future, where humans are in a period of interplanetary colonisation. The colony of Vecta has been overrun by the Nazi-esque goose-stepping Helghast, and your highly trained four-man squad is all that stands between them and the planet. It's a daunting prospect, and Guerrilla is aiming to really capture the feeling of being in the middle of a massive engagement. It may be the future, but don't expect any ray guns or laser cannons because hot lead will still be the leading death-dealer. Rather than construct an intricate array of mind-boggling sci-fi machinery, the weapons are influenced by today's modern military. There'll be 21 weapons available for players to carry, and five different fixed weapons.

Guerrilla is focusing on making *Killzone* a gritty action epic. It takes inspiration from classic WWI trench

battles to the city sieges of WWII, and from close-quarter street combat to jungle warfare. The environments are really quite stunning, and it's clear that plenty of attention has been lavished upon the distinctive levels. A glaring sun beats down on the war-torn surroundings with realism, and every piece of rubble builds up an entirely believable picture of a besieged planet. The level of detail is often staggering.

Players will be able to select from four characters, who each have their own strengths. You'll be able to choose any of them before the start of each level, and the other three will stay on your heels with the help of some sophisticated AI. Your enemies also operate in four-man teams, and appear to be equally smart when it comes to preserving their short digital lives as long as possible, which will lead to some satisfying and drawn-out skirmishes. The great physics engine means enemies hit with bullet fire realistically drop to the ground, and destructible sections authentically crumble and fall.

In the early version we played at E3 the frame rate was virtually perfect, only suffering from rare and minor hiccups. Guerrilla say they'll smooth out these few edges, making *Killzone* a real killer. Keep watching this space and we'll bring you more info as soon as we get it. **LR**

### "DID YOU SAY ONLINE?"

The final version of *Killzone* will feature 11 levels and around 26 stages, but as good as it looks already, Guerrilla still has one ace up its sleeve. *Killzone* will not only feature cooperative and competitive multiplayer, it'll also feature online play. *Killzone* will support up to 12-player battles online and will be compatible with the USB headset for voice-chat capabilities. Guerrilla is currently nutting out the online component but it will include deathmatches and team-based games, both of which look saucy enough to seduce even more people online than Paris Hilton's recent effort.





## HANDS-ON

PLAYERS: 1  
 DISTRIBUTOR: THQ  
 DEVELOPER: CAPCOM  
 WEBSITE: [WWW.CAPCOM.COM](http://WWW.CAPCOM.COM)  
 LAST SEEN: FIRST LOOK  
 RELEASE DATE: LATE 2004

PERCENTAGE COMPLETE

50%

DEVIL MAY CRY 3 may just be the game that finds the perfect mix of pace, eyeball snogging action and compelling storytelling.

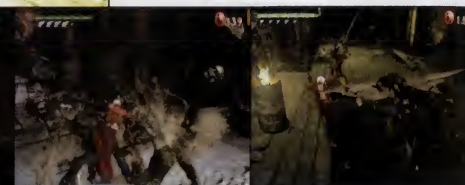


Dante's sword is back for more spectacular action

194



Capcom has Dante looking younger than ever before



## THAT'S MY DANTE, DAMMIT!

Devil May Cry 3 features a character customisation system that functions a little like a stripped-down role-playing game. During the adventure you'll be able to upgrade various disciplines to enhance different areas of your combat skills. The areas listed so far include 'Gunslinger' – where Dante shoots first and asks questions... never; 'Sword Master Class' – where Dante will be able to cleave nasties into even smaller pieces; 'Trickster' – which allows our hero to leap about like a righteous spider monkey with little regard for gravity or the laws of physics, and finally 'Royal Guard' – which gives our Gothic hero protection powers. Other skills may be available in the final version but the mere fact Dante is now able to play with different skills in mind will mean that individual preferences will be reflected in the character. Now that's devilishly cool!



## DEVIL MAY CRY 3

Take a trip into Dante's past, guns a-blazing and swords a-swinging!

The original *Devil May Cry* was something of a genre-bridging game. It brought together the normally disparate parties of survival horror fiends and hack 'n' slash fans. Featuring a charismatic, white-haired, well-armed and partially demonic hero called Dante, *Devil May Cry* still remains one of the classic, 'must own' games for the PlayStation 2.

The same, unfortunately, cannot be said of the sequel. Although *Devil May Cry 2* was an attractive enough excursion, it lacked that hardcore edge of the first game. Now Capcom is bringing us the third installment, and has everybody on the edges of their seats grunting to see what it's going to be like.

Like the equally eagerly-awaited *Metal Gear Solid 3: Snake Eater*, *Devil May Cry 3* is a prequel. Featuring a much younger, brasher and more inexperienced Dante, the title tells the tale of what happened before the first DMC adventure. It also introduces Dante's twin brother, Vergil. What's that, you say? Legendary demon warrior Sparda, Dante's old man, had more than one son? Indeed he did. And, perhaps due to the fact he suffers from the name "Vergil", Dante's bro is an evil, angry, son-of-a-beast who confronts Dante at his detective agency and hurls the player into the plot.

A good portion of DMC3 will play out as an origin story, like the ones found in comic books or television pilots. This will probably please a lot of fans because, let's face it, Dante's not exactly the most fleshed-out of videogame characters. In fact, at the start of the game Dante isn't even aware of all his powers and, more to the point, why he has any in the first place.

This doesn't mean he'll be without his trademark guns, iconic sword or spectacular looking special attacks. Quite the opposite, in fact. From what was shown to us at E3, Dante will be more flexible than ever before. Leaping through the air, kicking foes left and right and raining down from the heavens like a fiery fist of wrath – this is Dante like you've never seen him. This is due mainly to the unique "My Dante" system of character customisation (see right) – a layer of depth added to a game that was already pretty rich.

So with amazing graphics, a totally unexpected plot, interactive backgrounds and even a tricked-out guitar that can unleash rock 'n' roll death, *Devil May Cry 3* is already looking like an absolute belter of a title. The only thing that's making us a bit moist around the peepers is the fact that we've got to wait so long for it to come out. Stay tuned for this one! **AC**



## HANDS-ON

PLAYERS: 1

DISTRIBUTOR: ATARI

DEVELOPER: KONAMI

WEBSITE: WWW.KONAMI.COM/SILENTHILL4

LAST SEEN: OPS2#28

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

70%

**SILENT HILL 4: THE ROOM** looks to be one of the most horrific adventures for 2004. And a jolly good psyche-out to boot.

SILENT HILL 4  
THE ROOM

You see some strange things when you're a voyeur



It wouldn't be *Silent Hill* without rusty pipes

And you thought Steve Vai was an axe master!



X SURVIVAL-HORROR

# SILENT HILL 4: THE ROOM

How to lose your mind in 10 days

**T**he latest installation in the saga of the world's least favourite holiday spot looks set to deliver everything we love about *Silent Hill*. Don't get comfortable thinking you're on familiar ground, though. The basic engine remains pretty much the same, but it's safe to say the words "new" and "improved" can be applied with a strong level of appropriateness.

Henry Townshend wakes up from a nightmare to find himself locked in his apartment, his door barred with heavy chains and locks. After a week of confinement and peeping on his next-door neighbour, a strange portal opens up in his bathroom. Deciding it's the only way out, Henry takes the plunge... only to discover himself in that familiar hell we know as *Silent Hill*. D'oh!

You're going to need some pretty clear headspace before you tackle this one. Harking back to *Silent Hill 2*, *The Room* focuses on the psychological and the personal rather than the story that began in the original *Silent Hill* and continued in *Silent Hill 3*. See, a man's home is his comfort zone, and the sanctity of Henry Townshend's is about to be violated, turned into a claustrophobic prison. And while his home is being invaded by gruesome ghouls and macabre monsters, Henry must unravel the mystery of why he is trapped.

Meanwhile, back at the ranch, there will be a few nifty updates to the actual gameplay. For the first time, *Silent Hill* brings a first-person view to the table, which you can, of course, switch in and out of during play. Just to make the experience a little more, well, personal. The other thing you will be able to do during play is change your weapons without having to open menus and rifle through your stuff. Being able to access your items on the fly will quite possibly mean fewer messy moments onscreen, and a few more off. And, finally, you will be able to jump – which is something of a necessity, since the zombies will be able to disappear into, and materialise out of, the walls. Find yourself in a tight spot, and you might just be able to hop your way out of it. Combine it with a first-person perspective, and you have the most powerful mix for making very nimble and hair-raising escapes. This is looking to be the scarier *Silent Hill* released yet – which is quite an achievement!

There will be a whole host of new freakish monsters to put you at unease, rendered with more clarity than ever before, and – one thing you will be glad has stayed the same – an absolutely killer soundtrack. With its unique blend of beauty and putrefaction, *Silent Hill 4: The Room* offers up a whole new platter of survival horror goodness. Just be sure to stock up on the sedatives and Dettol wash before you begin play. **MS**

One of *Silent Hill 4*:  
*The Room*'s many rooms





# SHREK 2™

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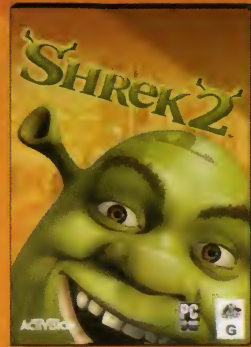
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PlayStation 2

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## HANDS-ON

PLAYERS: 1

DISTRIBUTOR: ATARI

DEVELOPER: GUERRILLA

WEBSITE: WWW.SHELLSHOCKGAME.COM

LAST SEEN: OPS2#27

RELEASE DATE: JULY

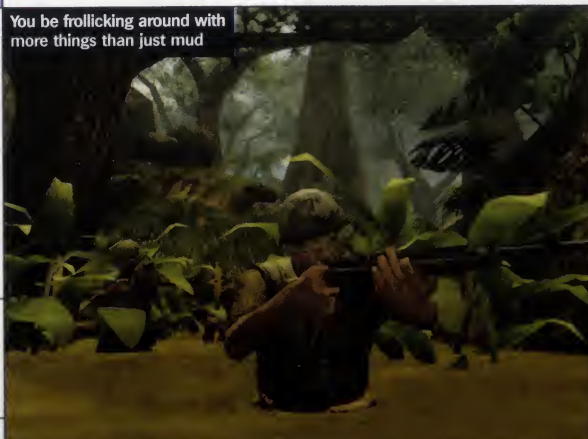
PERCENTAGE COMPLETE

85%

**SHELLSHOCK NAM '67** seems to be pushing the envelope. One of the most unique war-themed titles currently in development.

SHELLSHOCK  
NAM '67

You be frolicking around with more things than just mud



We wonder whether the controversy will re-surface

The Vietnam war: just as brutal as the one in Iraq

THIRD-PERSON SHOOTER

# SHELLSHOCK: NAM '67

*For those who love the smell of napalm in the morning*

**T**he Vietnam War was the most controversial event of the Twentieth Century. Well, maybe it sits just behind Molly dying in *A Country Practice*, but it was still very controversial. The war cost countless lives, incited global protests, spawned heinous war crimes and even caused punch ups on live-to-air TV. Now people are making videogames about it.

For any developer to pull this off and keep its dignity intact will mean it'll have to possess a rare quality – taste. Fortunately, none other than Guerrilla Games, the company developing the much-hyped *Killzone*, is behind *Shellshock: Nam '67*, and from what we've seen so far, is giving the touchy subject the respect and realism required. Albeit with a few surprising curveballs!

The war-torn title is a squad-based shooter that's played from a third-person perspective and on first glance looks a lot like *SOCOM*. While you'll often have computer-controlled team mates around who'll support you in combat by laying down covering fire and giving you mission tips, you won't be able to directly issue them with orders. Why the seemingly backward step? *Shellshock* isn't trying to create some fantasy app that caters to the gamer's narcissism like most. Instead, its intent is to bring to the screen the hell that was Vietnam.

You'll start off as a rookie with your sole aim being to stay alive on the battlefield. There'll be around 12 missions in the game, with the first few simply involving taking out as many Viet Cong as you can. But as you progress through the game you'll be called upon to undertake more complex missions until you're recruited into Black Ops, whereupon you'll go on solo missions to assassinate VC generals and the like.

Along the way you'll be exposed to slews of war crimes committed by both sides in the form of tortures and executions. When entering VC territory you'll often be confronted with comrades' decapitated heads on sticks, bamboo spike pits and other booby traps. Napalm attacks on entire villages will also be present. Expect plenty of "friendly fire" and allied artillery accidents as well.

Your operations will be based out of your home camp. Between missions you can explore this area and talk to other soldiers and nurses in your unit. You'll also be able to barter and gain access to unofficial equipment, as well as discover info about potential mission kickbacks like the whereabouts of some narcotics for use in the next mission. In gritty style it's also rumoured you'll be able to pay locals for some "rumpy pump". Sheesh. **JE**

## APOCALYPSE... NOW!

While scouting the dense jungles of Vietnam, know that you can be ambushed at any moment. Expect loads of tension as you stalk through various environments like rice farms, muddy swamps, intricate tunnel systems and unexplored rural villages. You'll be taking in the serene visuals one minute and attacked by a cloud of militia the next. Fellow soldiers will scream "ambush!" and profanities like "die motherf#\$%er!". You'll have to seek cover behind trees and other foliage while dishing out your own brand of death. The game will also have a collection of original mid-60s music tracks that make up its soundtrack. It might even make Mr Coppola proud.





"We were amazed at  
the Pantbrowsing sense  
of speed."

Official Xbox Magazine

"This is Porno  
for Petrol-heads."

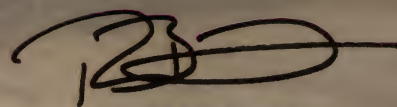
- PC Gamer

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realistic rally game ever."

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## HANDS-ON

PLAYERS: 1

DISTRIBUTOR: RED ANT

DEVELOPER: MIDWAY

WEBSITE: WWW.PSIOPSGAME.COM

LAST SEEN: FIRST LOOK

RELEASE DATE: AUGUST

PERCENTAGE COMPLETE

60%

**PSI-OPS: THE MINDGATE CONSPIRACY** brings some literally mind-blowing new elements to action adventure gaming.



Taking the phrase, "lose your head" too literally



"Step back! My BO really is that baadd today..."

Line it up carefully and... eeeew, that's gross! Yuck!



Levitating enemies: is this the future?



X ACTION

# PSI-OPS: THE MINDGATE CONSPIRACY

*These psychics do a whole lot more than just read your tealeaves...*

If you're sick of forever spraying bullets into wave upon wave of henchmen, *Psi-Ops* could be the difference you've been waiting for. Instead of taking an M16 and emptying a magazine into every bad guy you come across, you'll use your amazing psychokinetic powers to get the job done.

One of these abilities allows you to make everyday items like crates, chairs and propane tanks fly from across the room to beat, bloody and blow up guards, and if any of them tries something stupid like shooting at you, you can send them flying headfirst into the nearest wall as well. Another way to get rid of guards is to interfere with their minds and take over their bodies. When using this method you can make your new-found guard 'puppet' do anything, from shooting his best friend in the head to frying himself on a power generator...

You'll also be able to heat things up by shooting fireballs like that angry kid from *X-Men 2*. Anything that should burn, will burn, so you'll be able to toast crates, burn oil barrels and turn surveillance cameras into twisted lumps of molten metal.

These party tricks are not only useful in getting rid of enemies, but also for getting past areas that would be impossible for normal humans to traverse. Your telekinetic powers will move anything that's not bolted down – one situation we came across involved a blown out bridge, and to get across we needed to levitate a couple of concrete slabs and walk across them. Unfortunately there's a limit on how long you can use your special powers, as an energy bar will deplete every time you use one of your psycho-abilities. You'll be able to keep the enhanced portion of your brain replenished and powered-up by collecting psychic vials dotted around the levels and by absorbing psychic powers from enemies you've wasted.

While everything appears kosher at the moment, *TimeSplitters* creator Free Radical Design is currently developing *Second Sight* [see page 22], which uses an almost identical concept and is due out soon after *Psi-Ops*. We don't know who used their psychic powers first but either way it'll be interesting to see which game will get... wait for it... psyched out. **PF**

## FLOATIES

Another skill you can use is the ability to mentally 'float' through walls to see what's going on in the next room. You can find out how many enemies there are, if there are switches or doors that need to be activated and basically scope out the scene so you can form a strategy on how to make it through in one piece. No word on whether there will be any shower blocks or changing rooms that you'll be able to float into, but *OPS2* will keep sending Midway suggestive psychic messages on behalf of all of you pervs out there.





**Australia's best gadget magazine**

**EXCLUSIVE**



# Mini is served!

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**+**

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# ON SALE NOW



## HANDS-ON

PLAYERS: 1-2

DISTRIBUTOR: ACCLAIM

DEVELOPER: BATTLEBORNE ENTERTAINMENT

WEBSITE: WWW.COMBATELITEGAME.COM

LAST SEEN: FIRST LOOK

RELEASE DATE: JUNE

PERCENTAGE COMPLETE

70%

**COMBAT ELITE: WWII PARATROOPERS** feels like a revamped version of the top-down shooters that dominated 15 years ago.

COMBAT ELITE

WWII PARATROOPERS

The overhead view brings in strategy elements



Camping with guns: must be an American school camp



SHOOTER

## COMBAT ELITE: WWII PARATROOPERS

*What?! Those Nazis are back again, and they want another pasting?*

**Y**ou're no doubt looking at the adjacent screenshots and wondering "what's this game then, oh wise *Official PlayStation 2 Magazine*? A top-down isometric war game? Surely – no – it's not another *Army Me...*" Have no fear, gaming public, *Combat Elite* is a totally original game by Nevada-based BattleBorne Entertainment, packed to the brim with the sorts of bells and whistles that past shooters of this kind haven't come close to including.

It seems the developer was in a slight conundrum when starting the project. While WWII games were selling like inflatable Heidi Klum love dolls, the whole first-person perspective thing had been, and was continuing to be, done to death. In a bid to use the WWII theme differently, BattleBorne decided to zoom out of the action and create a top-down arcade blast-fest for one or two players. It seems *Combat Elite* won't be hiding many bratwurst-eating buffoons from you around dark corners, or demanding pinpoint targeting skills.

Nope, it's all about mad rattling of the fire button as you weave in and out of cover.

That's not to say it'll be as shallow as Paris Hilton's view on the African AIDS epidemic. Apart from all the blasting, the game is serious about creating an authentic WWII atmosphere. You'll start the game as Private Patrick Harper and have to fight your way through around 40 authentic levels, including the D-Day landing, Market Garden, the siege of Bastogne and then finally into the jaws of hell – Germany.

The visually stout Snowblind graphics engine is currently powering the game, allowing on-screen effects such as snow and rain, as well as being flexible enough to set the action anywhere from mountainous peaks to inside enemy buildings. In this area, the game's variation is shaping up to be top-notch.

You'll also be able to customise your character's growth with numerous RPG-like skill points and medals. So, it's up to you whether your soldier is ace at using a rifle or a heavy machinegun. There won't be any shortage of weapons either, with at least 40 realistic firearms promised for the final version.

Another element to *Combat Elite* is teamwork. While turtling down narrow alleyways or through dark woods en route to potential death, you'll often be accompanied by computer team mates who'll aggressively engage the enemy of their own volition. As mentioned, the best team mate is the one sitting next to you with a controller, and the game's two-player mode is sure to be one of the game's strongest assets. There's been little hooah since E3, but *OPS2* will certainly be watching. **JE**





# Grand Theft Auto San Andreas<sup>TM</sup>

The ONLY magazine with:

- ✦ Loads of EXCLUSIVE screenshots you won't see anywhere else
- ✦ EVERY LAST DETAIL on the year's hottest game
- ✦ MASSIVE interviews with Rockstar bosses Dan Houser and Terry Donovan
- ✦ Find out about the cast, the plot and all-new features!



# And Then There Were Three \*



WORDS: RICHIE YOUNG

\*

**San Andreas is more than just the name given to the world's most notorious "fault line". It's also the groundbreaking new game that's about to rock the entertainment industry**

"The game's as much about cool cars, listening to nice music and watching the sunset as it is about running around with a gun and completing a mission. It's this idea of being somewhere and really working on giving that world as much life as possible, from what you hear on the radio to what the pedestrians say and what a billboard says. To build on that is something that we've been trying to do since the first *GTA* days. I think we've really taken it to a whole new place with this one," says Dan Houser.

E3, the videogame industry's most important annual event, is a sight to behold.

The lights, the noise, the excitement and the sheer competition for attention are at frenzied levels. It's not surprising though, that hiding upstairs at this year's show is *Grand Theft Auto: San Andreas* – the game that everyone at E3 2004 is pining to see. With the game are Rockstar bosses Dan Houser (Vice President of Creative) and Terry Donovan (CEO). And being the only Australian magazine invited to see the game is not only an honour, but also a pretty hefty responsibility.

The way the Rockstar guys talk about their *GTA* world is with the utmost respect, and they're well aware that their game is good enough to justify the hype. So in a heavy shroud of secrecy, it is LA Convention Centre meeting room 301a that houses the hottest property at this year's E3. Downstairs, the PSP is making huge waves and hot new games like *Killzone* have everyone salivating. But these guys know that they have – hands down – the biggest, most original and most groundbreaking game since, well, *GTA3*. They have every right to be cool, calm and collected.



# grand theft auto San Andreas

STUFF WE WANNA SEE in *GTA!*: Ever wondered what *Grand Theft Auto: Down Under* would be like? Help us champion the cause! *OPS2* has been petitioning for this one for years now!

## Watcha gonna do when they come for you?

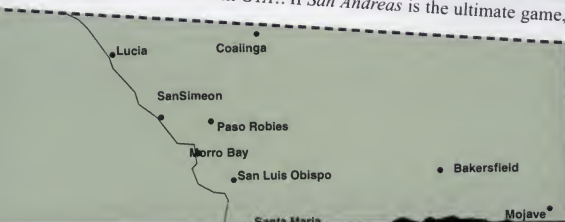
The San Andreas world will see the introduction of all-new vehicles; but the Rockstar team has also added a wider range of motorcycles to what was available in *Vice City*. Alongside the rideable pushbike, the police bikes will have the most significant impact to the gameplay. Not only will they be harder to evade, but it is likely the police bikes will open a new range of missions types that will be specific to them. Here, you catch a glimpse of how the CHIPS-like bikes will work in tandem when in pursuit. This particular bike is a San Andreas police officer cruising the streets of Los Santos. As you can see, he is escorted by a police helicopter. Check out the smoke particles in the exhaust and, of course, his Raybans!





# grand theft auto San Andreas

STUFF WE WANNA SEE in GTA!: If *San Andreas* is the ultimate game, an online version would be the ULTIMATE game. Imagine a living city where everyone is trying to dominate the city by



## X The Sleepin' Giant

This is not hype for hype's sake. To give you an idea of how hot this property actually is – *San Andreas* is the videogame industry's equivalent of *The Lord of the Rings*, only with all the credible coolness of *Pulp Fiction*. For the common man, the amount of money that *GTA* has generated is so staggering that it ceases to seem real. Some would even call it insane. And an audience with the likes of Houser and Donovan is not to be scoffed at either. If you're a fan of videogames, this is like a meeting with Bob and Harvey Weinstein from Miramax and Quentin Tarantino all at once.

Says Terry Donovan, "We're in quite an interesting position internally – we've now got to show the game to people. Left up to us, we probably would have chosen not to show the game, but we wanted to 'quell the rumour mill'. What you'll see should dwarf your expectations."

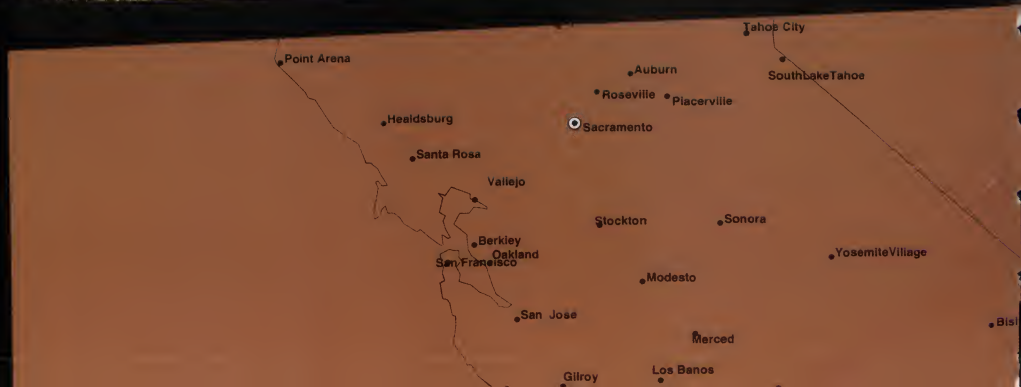
Of course, the sequel to the epic *Vice City* has been the subject of rumours for quite some time. And not only is Rockstar facing the challenge of matching the brilliance of *Vice City*, but the company is also well aware that even the public will expect *San Andreas* to be a blockbuster – quite a task considering that the *Grand Theft Auto* series has sold over 30 million copies to date worldwide.

Watching the team at work is like no other games company in the business. Everything that the company does is meticulous, and that is largely why the *GTA* games have been so successful. While they fully recognise that their game is straight from triple-A stock, they also make it a point to show the game's (slight) discrepancies. In the 90 minutes or so that *OPS2* has with *San Andreas*, the team points out various issues where parts of the game still need tweaking. Not only are most of them merely cosmetic, but they would easily pass by unnoticed if the team didn't point them out! But *San Andreas* is something special – and it's already way, way better than some games that are much closer to completion. Even though there are still months of production left to go, *San Andreas* is unbelievably good.



## Up close and personal with CJ

As you play through the game, Carl Johnson, or CJ as he is known to the Orange Grove Families, will reveal insights into his somewhat "colourful" past. What is immediately noticeable when you jump straight into the game, is the added detail and density of the world. Now, it really seems as though *GTA* has been given a new lease on life. While the environment has seen a leap in polygons, characters have also benefited from the developers' ability to push the PS2 technical capabilities to their maximum. Here, CJ is in the neighbourhood where he grew up. The level of detail in the characters is hugely improved. Check out the detail on CJ's face as well as the finer points that are evident in the buildings behind him. By the way, CJ also chews gum!





competing for business online. We're salivating, right now.

# X Elimin' High

With *Grand Theft Auto Vice City* universally regarded as one of the best games ever made, the Rockstar guys have gone about making *San Andreas* with a truly ambitious philosophy. The game is not about to “one-up” *Vice City* – it will absolutely blow it away. As gamers themselves, the development team is well aware that the demand for quality is at unprecedented levels, so it has tackled the challenge head-on.

*San Andreas* will have all the predictable inclusions, like more weapons and cars, plus a truckload of nifty surprises, such as rideable pushbikes. Where the game will really stand out though, is in the subtle but numerous tweaks that will add an unprecedented level of interactivity and draw even more parallels with reality.

"Obviously, sales are measured, really, based on the quality of the game and also people's responses to it," explains Dan Houser. "The way to ensure that we address that appropriately is to over-deliver on them. The kind of stuff that we're doing is above and beyond people's expectations. That's the only way we can go back and find the original people who went out and bought *GTA3* in the first few months, and *Vice City* in the first few months. We want to say to them, 'this is worth your time again. This is not a lazy re-iteration of the original.'

"Taking things for granted is just not our style," he continues. "The biggest jump that we noticed about *Grand Theft Auto* in terms of public perception was between *GTA2* and *GTA3* with the jump into 3D. Obviously, you can't make the jump into 3D every time. Our feeling was that we would tear the game apart and put it back together, with a level of size, scope and depth. We're totally changing the relationship that we have with the player, the relationships with non-player characters and the relationship with the environment forever."

The thing is, Houser's claims about *San Andreas* are not just theoretical pipedreams. We're happy to confirm that the game will be far beyond even our high expectations. So any rumours that you've heard about the game can now finally be put to rest – the first one being where *San Andreas* is actually located.





STUFF WE WANNA SEE in *GTA*: *GTA* would really benefit from including even more genres, don't you think? Imagine walking into a stadium off the street and into a game of *Pro Evolution Soccer*. But

## X Big, Bad 'n' Bold

First of all, San Andreas is *not* just a city. It's a entire *state*, comprised of three major cities, each being the same size as Vice City. *San Andreas* will dwarf what was seen in *Vice City* – about five times over. After checking out the sprawling city of Los Santos, and then seeing how it takes up just one-fifth of the San Andreas map, it's astounding to think about how much more lies in wait for players to discover.

"The key thing of what we're trying to do is one state instead of one city – with three cities and all of the countryside in between. This was only possible because of Aaron (Garbut), our Art Director, who believed that he and his guys could do it. The thing that I want to stress more than anything else," Houser enthuses, "is that we have the best team working on this game. They're the best in the business right now. They're the most ambitious, they're the most progressive and they've got the most focus. You can just see that unity on the screen. We've now got a game with 400 different speaking roles in it – it's ridiculous. The production is at a scale that people won't have ever seen before.

"It looks very organic and very natural, and it takes your senses in and makes you think that it's a real place. It also drives, walks, runs and rides super-well. You've got jumps in the right place and it flows very nicely, and that's just something that comes from doing this before. If there's one thing that we thought was missing from *Vice City* it was hills – because hills are just fun to drive. So now, we've not only got hills within the cities – it was one of the reasons we were drawn into doing one of the cities based loosely on San Francisco – but we've also got stuff happening in the countryside.

"We've even got a mountain in the game... ridiculous! So there's a lot of stuff that we're capable of doing now that we can only do because we've been able to learn from our mistakes. We're pushing game design very, very far but all that means is that there's no manual on how to do it, and we're making stuff up as we go."

# The News

**Everyone expected Vice City's sequel to be bigger, better and faster. So that's check, check and check. And there's going to be pushbikes, more motorbikes (including police bikes!), cars, boats and weapons than ever before, too. But you already knew that, right? These elements alone would have made for a worthy sequel, but that's just the tip of the San Andreas iceberg. Dan Houser gives us the low-down on what else the San Andreas universe will bring to the table.**



## Eating:

"You could go and eat something in Vice City but it didn't mean anything – it was just a funny thing to do. This time, if you don't eat food you're going to lack energy and your player's going to slowly get thin. If you do eat food you're going to keep energy but if you eat too much food your guy's going to get fat. If you get too thin you're not going to have any strength and if you're too fat you're going to be slow and have no stamina. Everything has consequences in this way. If you're too fat you're going to have to lose some weight by going to the gym – get some muscle and then you'll be strong."





then again, it would probably kill off the industry and any hope of beating *GTA* with it...

# Stuff



## Haircuts:

"You can have your hair cut at any minute. You can choose your haircut – if you want a stupid haircut people are going to call you stupid. So, this whole idea of leisure time suddenly comes to life."



## Swimming:

"You can now swim because we got tired of people saying, 'why can't you swim in the game?'"



## The four-man drive-by:

"Drive-bys are no longer done on your own. You can now do them with four people. You can recruit a gang to go off and do some work with you, and you can start to run the territory when you're in a gang."



## Bigger:

"The quickest someone got through *Vice City* with a guide was 36 hours that we know of. We can't do a complete play through *San Andreas* yet – but I can't see it being any less than three times the length. It's absolutely enormous."



## Improved targeting:

"In any third-person game, targeting is always an issue. Now that we've done multiple iterations of this, I think we've got something with the kind of control you're looking for, without being too difficult for the casual player."



Photos: Estevan Oriol





# The New Stuff



## Dynamic difficulty levels:

"The thing with games is that you constantly have to sell the idea to someone to keep playing it. It's not like a book where most people will finish it, or a movie where everyone will finish it. Games are so long that if people get bored or find something impossible like a sticking point they'll stop. We'll subtly, without anyone noticing it... unless they've read about it in a magazine, make it [the mission] a little easier."



## Improved environment mapping:

"Everything looks a lot better and you get much better draw distances. There's far more detail and you can see further and clearer. When you're in the desert you can get tumbleweed and effects like that drawing procedurally so that we can get very beautiful looking stuff."

"What this gives, is a map that looks really alive, a city that looks lived-in and feels like it exists. Some of the problems I see in games are that levels end up looking 'Toy Townish'. We've worked really hard to avoid that."

"We've got reflections on cars and there's been a dual pass on the light map. There are real-time reflections in mirrors and in the sides of cars. It's subtle stuff but it gives interactivity. You can get a haircut, and then you can go and have a look at it in the mirror. The way the game's looking is miles ahead of Vice City. Now we've got a really, really beautiful game on our hands."



## Streaming:

"We are now streaming everything [for the game] straight off the disc – there is no other way. The other constraint is the DVD. We almost filled it with Vice City, and even though there is better compression on most things we've now completely crammed the disc. So we've had to go dual-layer on the DVD disc, and some of it will have to come off the second layer. The player will never know this but that just shows you the kind of scale that we're talking – the DVD is no longer big enough. The biggest thing that we're scared of for the PlayStation 3 is that the storage medium won't be big enough. We have to have a better storage medium."



## Car physics:

"We've massively improved the car physics. The game has always been a car chase game – not a race game. We've tried to build on that so that the chases are more fun and the cameras are more cinematic."



## Technical rendering:

"The render pipeline has been completely rewritten. We're still using Renderware for the lowest level stuff but the Technical Directors at Rockstar North – Adam [Fowler] and Obbe [Vermeij] really know what they need the code to do now so they are able to write a large portion of that themselves."



## Animation and gameplay

"There's a huge variety of fighting stances and attacks now. Hand-to-hand combat's been massively reworked and there are new styles of carjacking – it looks more varied and gives a much better sense of life to everything. Every pedestrian in the game's now got a 'brain' and has unique activities that they can do. The AI [artificial intelligence] is so much more lifelike than it has ever been in the past and we've got much better facial stuff in there than we've ever had in the past."

STUFF WE WANNA SEE in GTA!: We know that GTA nuts are well, nuts. We also know they'd like to see the next GTA



## Three Cities, One Story

The three cities of San Andreas will be: Las Venturas (Las Vegas), San Fierro (San Francisco) and Los Santos (Los Angeles). All things considered, the playing area will resemble a mix between California and the desert areas of Nevada. While each is clearly based on a real-life counterpart, they definitely have the characteristic GTA spin and humour on them. Houser describes them as, "our deformed versions. They satirise America at large and California in particular."

The game is set in the early '90s – a time when Californian and LA gangs dominated headlines, so you can expect the pimped-out low riders, pushbikes and weapons (think AK-47s) of the era. It's a confronting thought that it's as recently as 15 years ago that the USA experienced race riots on such a massive scale as the ones seen after the famous Rodney King/LAPD incident. It's this kind of tense atmosphere that is introduced in *San Andreas*.

Rockstar won't reveal all, just yet. But apart from the vast expanses and geographical mix that will be Los Santos, they do tell us that San Fierro will have a lot of hills and that Las Venturas will have a lot of gameplay based around its famous casinos. There is also speculation suggesting that once you start making a lot of money in the game and have access to planes and helicopters, you'll be able to fly between the cities rather than take the road.

In a move that is sure to appease fans, *San Andreas* will have even more building interiors than earlier GTA games. Again, this will add a new dimension to the GTA experience but even more significantly – *San Andreas* will not have load times. The only exception will be when entering a building, but even then the developers claim that the time will be so slight it will be barely noticeable.

While it remains to be seen how the countryside and desert areas are presented (Rockstar won't show us outside the city of Los Santos yet), you can expect a massive dose of classic GTA humour and piss-taking. Also, we do know that the more rural areas will provide an opportunity to introduce a host of new vehicles. Missions and sub-games involving quad bikes and tractors are just some of the action that's likely to make the cut.



include all three new cities PLUS Liberty City PLUS Vice City PLUS all the original top-down games. Come on guys, this isn't *Street Fighter II*! Enjoy it NOW! *San Andreas* will be hot!



### Just the corn-rows thanks...

There were little to no criticisms of the brilliant *Vice City* but Rockstar felt that they wanted to add more interactivity and consequences into what CJ would get up to "off mission" in *San Andreas*. While there are the new additions in the sequel, it is indeed these subtle additions that will make the *San Andreas* one to behold. This is CJ getting a haircut from his barber, Old Reece at Reece's Hair Facial Studio in the mission "Menace." There are different styles that CJ can buy, and each will have an effect on how CJ is perceived. For instance, it will be likely that changing hairstyles will be a key tool for CJ to change his appearance – just like it has been important to change the appearance of your cars previously. Again, there are notable features to see in this screenshot. Have a look at the real time reflections in the mirror. Awesome!



# Grand Theft Auto San Andreas

STUFF WE WANNA SEE in *GTA!*: We'd like to see the next version of *GTA* include playable characters from our favourite game *Army Men*. If you haven't already noticed, we're joking. Actually, we're

## Consider this

*OPS2* will be the first magazine with San Andreas news as it breaks but we've included a little rundown of the real-life cities the game is based on, so you can ponder the finished game's massive potential. San Andreas has virtually unlimited possibilities and the prospect of where its plotlines could lead is simply mind-blowing.

### Las Vegas, NV

**FAMOUS FOR:** Casinos, World Title boxing, cheap cocktails, shotgun weddings, roller coasters and nightclubs

**RESIDENTS:** Mike Tyson, Celine Dion, Andre Agassi, Segelfeld and Roy

**POPULATION:** 537,000

**OTHER:** Despite its relatively small population – over 31 million people visit Las Vegas every year!

Photo: Robert Holmes

### Los Angeles, CA

**FAMOUS FOR:** Hollywood, The Crips and The Bloods gangs, Universal Studios, night clubs, parties and drugs, it's also the porn industry epi-centre

**RESIDENTS:** Showbiz's Who's Who, West Coast rappers, drug dealers

**POPULATION:** 10,103,500

**OTHER:** LA sits on top of the San Andreas fault and was the setting for the real life race riots in 1991 after LAPD officers were filmed beating LA resident, African-American Rodney King

Photo: Robert Holmes

### San Francisco, CA

**FAMOUS FOR:** Its steep, hilly streets, The Golden Gate bridge, Twin Peaks, its gay scene, Chinatown, the bay, seals, Alcatraz, clam chowder, Fisherman's Wharf, hippies!

**RESIDENTS AND NATIVES:** Robin Williams, George Lucas, Clint Eastwood

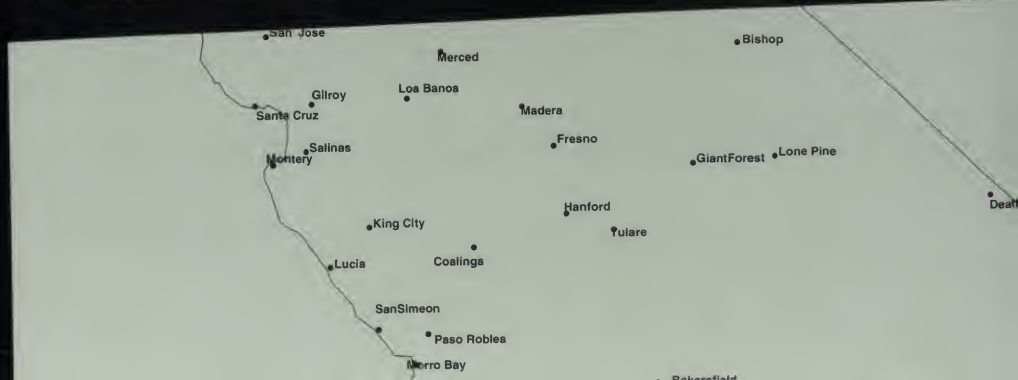
**POPULATION:** 764,049

**OTHER:** Even though its population isn't huge, the "Bay Area" also consists of San Jose and Oakland, which triples the size. No fewer than 36.7% of San Francisco's residents are born outside of the United States.



## I said, no pickle on the cheese...

Despite CJ's early reservations, it doesn't take long for him to fall back into old ways after hooking back up with his Orange Grove pals. The boys: Smoke, Sweet, and Ryder are still in the throes of LA gang life and after his return from Liberty City, CJ is soon back in the thick of the action. Here, the Orange Grove is getting set to roll on The Ballas gang (your rivals) in the mission "Drive-By." Notice how there are four people in the car? This is another new addition of the game – allowing four man drive-bys. Of course, Tommy Vercetti drives and shoots at the same time, but this new feature allows CJ the added benefit of having his three mates packin' heat! What's astounding is that this is just a taste of things to come and the San Andreas story will take even more major twists through two more cities, as well as all the countryside in between!





lying. We hate those games. What are you having for dinner tonight?

## X The Orange Grove

Carl Johnson, or CJ, is the new main man. Kicking off the game in Los Santos, CJ returns home after spending five years living in Liberty City (not-so coincidentally where *GTA3* is set, in case you've forgotten) after news of his mother's sudden death. CJ originally left Los Santos after his younger brother Brian was killed (CJ also has a sister, Kendi) but upon his return, CJ is reunited with his estranged older brother Sweet and hooks up with his childhood gang, The Orange Grove Families. While CJ isn't too keen to get back into gang life, it's inevitable that things start to go astray after his old Orange Grove pals Smoke, Sweet and Ryder hear he's back in town.

What's immediately evident to us as we first see the game in action is the jump in detail and density that both CJ and the Los Santos environment feature. CJ's skin textures and body and facial details can be far more clearly distinguished. Also, there are more buildings, people and action happening from the outset, adding to the game's realism. The Rockstar team estimate that *San Andreas* has a 35% to 50% increased polygon count over that seen in *GTA: Vice City*.

One of the more impressive and funny moments we see during our demonstration is when CJ and the Orange Grove members are about to get into their car when all of a sudden a totally separate carjacking takes place on the same street! These random moments were some of *GTA3* and *Vice City*'s highlights and Rockstar is promising more of the same.

Certainly, the early game focuses on the Orange Grove but Houser is quick to point out that the game is not all about the ghettos and gang life. The plot will move away from the Orange Grove, and you can expect the music to reach far beyond rap. Where Los Santos will centre around the Orange Grove, expect plenty of variety from CJ's life in San Fierro and Las Venturas.

lying. We hate those games. What are you having for dinner tonight?

Photo: Estevan Ochoa



## Boyz in da 'hood

The screenshot below is of the boyz in action and after seeing it, we can testify that it not only adds to the excitement, but the animations look brilliant. When a drive-by takes place, you can do multiple passes of the target, and with each pass (depending on what side of the car the target is on) everyone will hang out of the car and open fire. In this particular shot, you can see Smoke, Sweet, Ryder (without hat and sunglasses) firing in the mission "Drive-By". All three of them have separate AI, meaning that they behave and act independently. This is a significant step in ensuring the realism of the *San Andreas* experience is at a premium.



STUFF WE WANNA SEE in *GTA4*: Don't you think that Alf from *Home and Away* would make a perfect *GTA* villain? Neither do we. That's why we'd like to see Terence Stamp be given a chance to voice a villain's character in the next *GTA* instalment.



# grand theft auto San Andreas

## X Funny Biz

The *GTA* series' humour is without doubt, one of its most endearing assets and, like the earlier games, the humour is packed solid in *San Andreas*! There'll eventually be plenty of radio stations as always, but the on-screen action and dialogue is already a highlight on its own.

In particular, one of the missions in our exclusive demonstration is classic *GTA*. Not only is the gameplay a superb mix of driving, evasion and shooting, but there are also loads of laughs in between. For a single-player game, *San Andreas* is gut-bustingly entertaining just to watch. After escaping a hotel that's just been raided by a SWAT team entering through the roof, CJ escapes in a car where he's been thrown an AK-47 assault rifle. Just like the "Phnom Penh '86" mission in *Vice City* where Tommy did loads of shooting from a helicopter, CJ must fend off oncoming patrol cars and motorcycle cops from the backseat. The motorcycle cops will also grab onto the car, like the T-1000 in *Terminator 2*, and you must shoot them off one by one. The mission ends on a hilarious note, though... When trapped in an alleyway with a police chopper headed toward you, its blades accidentally behead one of their own who's standing onboard your car trying to apprehend you and the rest of the Orange Grove!



## Insanity and urban chaos in Los Santos!

With more citizens populating the cities, this naturally can only mean one thing: you'll have more enemies to contend with! There are a lot more random events that you will notice, but CJ will also find himself in more unpredictable situations like this. As someone testing the limits of the law, you're going to rub some people up the wrong way – some of whom will actively come after you. This is CJ, stopped on the streets of Los Santos. Some Ballas members have stopped him in traffic and are attacking his car. Not good! This is yet another prime example of the detail in each level.



## It's time for a fly-by!

Back by popular demand are the helicopters! Even though it's yet to be confirmed, all of OPS2's fingers and toes are crossed in hope that the choppers will allow CJ to travel between cities by air – which of course, would be another first for the series. In this shot, a police chopper is trying to land on the roof of the St Brutus Motel. Even though it's in the background, the detail in the hill can be distinguished. As a general rule of thumb, it's correct to say that Grand Theft Auto: San Andreas will have approximately twice the draw distance of *Vice City* in each of the cities. Needless to say, this is another astounding feat.



STUFF WE WANNA SEE IN *GTA!*: The next *GTA* should allow you to eat Oportos. I mean, that stuff is absolutely delicious! It's food that's fit for any crime boss!

# Who's mackin'?

**OPS2** was not only the first Australian magazine to be granted the honour of seeing the game first-hand, but we were also fortunate enough to have an audience with Rockstar bosses Dan Houser and Terry Donovan. Despite their enormous successes, the pair are lovely blokes(!) and remain passionate about their games.

**OFFICIAL PLAYSTATION 2 MAGAZINE:** Will there be recurring characters and what are the tie-ins with the rest of the *GTA* universe?  
**DAN HOUSER:** I'll put it like this, it's the third part in a loosely held together trilogy that started in 2001, that went to the mid '80s and has now come to the early '90s. So, we wrap up lots of storylines. I don't want to give away too much on the story but later on we'll reveal some characters. Really, at the moment we can only reveal the story set-up... You're Carl, you left Los Santos five years previously, you come home, your mum's been killed and you discover that your childhood friends are in quite a lot of trouble and behaving quite badly. But yes, you'll definitely see some old faces reappearing in some funny ways. It's about looking at people in a different angle.

**OPS2:** It seems like there's a real *GTA* philosophy – is there any way that you're able to describe what you think it is that makes the games so special?  
**DH:** It's just freedom, satire, places – these places feel like California, but they also feel like *GTA* and the sense of humour from the team – and a real respect for good videogame design and a real desire to

example, when someone says, "let's make it a state" rather than the art guys saying, "we can't do that" and the audio guys saying, "that gives us too much work"; everyone says, "we'll take on that challenge and add a whole lot of new features ourselves". All the separate departments in development and production push each other to do more and more stuff going forward, so we have a healthy spirit of everyone trying to do the best city. The thing that they have control over, they're trying to develop it and make it the most special thing that it can be.

**OPS2:** The satire of American life has always been of interest to us. It seems like there's a lot of cultural comment there, which hasn't been spoken about a lot. You guys are English and the game is made in Scotland, but obviously there are many Americans involved in the making of the game. As a culture that's known to be so patriotic, do you think the game is perceived differently in the US? And do you think that some of the jokes even go "over their heads"?

**DH:** The original *GTA* came out from those of us who are now living in New York or based in London, and some of the guys were in Dundee [Scotland] at the time... The original thing was a British perspective about living in America. It still retains that to a great extent but we love our Americans! [laughs]

**TD:** I think they're happy to laugh with it.

**DH:** The TV might be a bit stupid here but Americans aren't more or less stupid than most people. Giving them something with a different sense of humour isn't something they'll reject. A lot of fan letters and stuff we see on the Internet is from Americans who love that stuff. I think they actually get into it.

**OPS2:** One of the characters [Ryder] looks a lot like Eazy-E from NWA. Was that intentional?

**DH:** It wasn't fully intentional but that kind of jerry curl and attitude makes him a great character. It's not meant to be him at all but he just has a strong, distinct look – that's all.

**OPS2:** Los Santos has a lot of rap and hip-hop influences – will there be a lot of West Coast gangsta-style vibe in the game?

**DH:** No, there's actually not that much rap stuff. It's more street culture than rap stuff and that's only this bit of the game anyway. When you're first in the game it seems that the game is all about street life, and then the story kicks you out into another section of the map and it changes totally what it's all about. There is a bit of rap in

## "The reason we can do this is that we've got amazing people working on it"

push it forward. To get the best of multiple genres and create a unifying package. I think the other thing that we've always tried to push hard is that everything you see, from the posters, to the logo, to the TV commercial, to the advertising, to the game's front end, to the way the manual's laid out, to the website... It all reflects the way the end game looks. This unity is something that a lot of games lack. Everything you do makes it feel like it's a part of the same world.

**OPS2:** How do you feel when you see copycat games?  
**TERRY DONAVAN:** It's kind of hard to answer that without...

**OPS2:** Slagging people off?

**TD:** Well, it doesn't really do us any favours. I think that they're probably good reminders to ourselves that we've got to move forward fast. It's just like a pinprick saying, "don't rest on your laurels". But then again, *Vice City* is pretty much the toughest competition out of anything that tried to follow *Grand Theft Auto 3*. People are still trying to chase around after doing a city when we're off doing a state...

**DH:** I don't think they really understand the game. It seems to me that a lot of the games pick up on one or two aspects of the games and forget about the rest. The reason we can do this is that we've got amazing people working on it. I think that everyone else will take a long time to catch up to that. We've tried our best to be original but some companies seem to thrive on copying people.

**OPS2:** But the whole idea of trying to out-do yourself must be fairly daunting in itself?

**DH:** Well, that's where we're lucky again because the teams in both New York and in Scotland are made up of very competitive people. For

there, but it's not a rapping game. You don't rap or anything like that. That would be a little bit cheesy, I think.

**OPS2:** How will you know when CJ is hungry?

**DH:** Ummm... It will be signalled to you. We'll make sure that it's something that will feel nice and natural. We're still testing it out and it'll definitely feel nice. For the person who's playing it, it will be very natural... You've got to take care of business, but it won't feel like a chore.

**OPS2:** It seems, once again, that a lot has been added – have you taken anything out?

**DH:** No, I don't think so.

**OPS2:** And the radio stations – they've always been one of the major strengths of the games – is that still going to be the case?

**DH:** I hope so! [laughs] I hope we don't f\*\*k up! We're not really ready to start announcing what the music's going to be just yet because Terry and the guys who do that have an absolute mountain of music to sort out, so again, the volume is enormous. *Vice City* was eight or nine records [per radio station]. With *GTA3* you went from reggae to opera, and [in *San Andreas*] we'll try and make sure that all aspects of California are there. California is the only place in America that has good radio. We'll try and capture a good range of audio in there.

**OPS2:** Will the three cities have distinct feels between them?

**DH:** Yes! Otherwise it's just going to feel like, real suburban. I mean, hopefully we'll be able to get a strong visual look in architecture, but also with lighting and, obviously, gameplay. There's a lot of on-foot stuff

Photos: Justin Lane



Dan Houser (above) and Terry Donovan (below)





## Know the Consequences

It doesn't take long for the action to heat up for CJ but the gameplay is a different beast altogether. Even when compared to the freedom and opportunities that Tommy Vercetti had in *Vice City*, the entire *San Andreas* world really is CJ's oyster. What's even more impressive is that every action that's taken will have a consequence. After their *Vice City* effort, Rockstar wanted to give the player an even more seamless experience, so their new game will see you build up experience and skills as you play.

Two new elements that we're able to reveal are that CJ is able to rob houses and will also be able to increase his firearm prowess. Robbing houses is something that CJ will learn on a mission, but it's a skill that he'll be able to take with him further into the game. Also, robbing will be more than just a matter of walking into a house off the street – a proper heist will require planning!

Where the shooting is concerned, it acts in a similar way to the stamina build up after a lot of running in *GTA3* and *Vice City*. Where those games saw your ability to run long distances increase as you progressed, *San Andreas* will factor in how well you shoot and how many shootouts you've been involved in. Targeting is now closer to the system used in *Manhunt*, and CJ will also be able to use dual pistols to dispatch enemies. At the time of going to press it remains unconfirmed but we believe that these progression elements will also apply to hand-to-hand fighting attributes.

Furthermore, there are many more subtle elements that now come into play – paving way for a more realistic and interactive experience. Where it felt like you were playing around in *Vice City*, *San Andreas* will give you a feeling that you're really living there.

"At any moment you have a choice over what you do. What we've come to feel in looking back over *GTA3* and *Vice City* is that you have two states – 'mission' and 'off mission'. You're either working on the story or you're pissing about. And in *Vice City*, there was a little more 'connectedness' between them 'cause you were getting around and getting mobile phone calls from people. You felt more connected but you still felt that your actions didn't have that much consequence," Houser explains.

"What we're trying to do now is bring that 'distance' much closer together. You can do whatever you want but you're going to have to live with the consequences."

Cars will now accumulate dirt, particularly when you're driving cross-country or through the desert. As you always had to change your car's appearance with the help of Pay & Sprays, you'll also need to make sure that you maintain and clean your car to keep yourself inconspicuous. This idea also applies to CJ, who must be wary of changing his haircut from time to time.

Just like in real life, CJ needs to food to survive. Eating the right amount of food will allow you to retain good levels of stamina, but eating too much or not enough can both have dire consequences. Not only will an overweight CJ run slower, but even passing pedestrians will start to mock him! Pedestrians are now smarter than ever before. Beating people up in the middle of the day and having it go unnoticed is now a thing of the past. Pedestrians of *San Andreas* will notice the commotion and react!

"Your game is going to look very different to my game," Houser tells us. "Even though we could be at the same point in the missions, your game's going to look different to mine because it will reflect your interests and things that you've been focusing on doing. Mine's going to feel totally different. You might be super smart and well built and stuff where my guy might be a shabby, fat bastard but we're at the same save point in the game, which gives people a lot more ownership. The whole thing is done with the same sorts of *GTA* sensibilities that we've always had."

STUFF WE WANNA SEE IN *GTA!*: A female lead character. We'd suggest Paris Hilton. Or Miriam.



## Carl "Fatty Boombalada" Johnson

Another all-new addition and perhaps the most significant, is the fact that you must ensure that CJ continues to eat in order to survive. There are various places to eat, but one, of course, will be pizza at none other than Well-Stacked Pizza parlours. Small, or no meals will result in CJ becoming thin – but big meals will see CJ gain weight and his stamina will subsequently suffer. Here, CJ can be seen walking up to the counter at Well-Stacked Pizza to get some food in the mission "Menace". At the counter, different meals, with varying sizes and prices will be offered up. Only interior areas will have (short) load times but they are also more visually impressive than ever before. The pizza parlours are just one of the areas to benefit from the game's new ability to produce real-time reflections.





# Who's mackin'?

at the start of the game in Los Santos. When you go to San Fierro you'll be doing a lot of driving there, and when you go to Las Venturas there's a real playground element to it and whatnot. We'll try and give it a strong visual, character-wise – what the pedestrians look like, how they behave and also the strong differences in activity.

**OPS2:** What was it that you found that most people wanted in the new GTA?

**DH:** They all wanted us to rework the targeting and I think we've done a great job in doing that, but it will be once people start to play it that we'll find out if they like it! They didn't know what they wanted in terms of cities but with the three cities – LA, San Francisco and Vegas – I'm sure we've made everyone happy. A lot of people wanted swimming. That was definitely appealing to the fans. And they wanted more stuff to do that felt right in the GTA world. I haven't seen anything off the Internet that I thought was a really good idea or even a credible idea that would even remotely work in the game that we haven't done. Equally, the guys that work on it are their own biggest critics, and they push stuff really hard. They're always searching for ideas.

**OPS2:** What are some lessons you've learned from releasing some of your other non-GTA games, like *Manhunt*?

**DH:** Definitely with *Manhunt* we learned two things that will definitely appear in this. It's a different team at Rockstar North but some guys worked on both games. Leslie [Benzies] is a Producer on GTA and an Executive Producer on *Manhunt*. We learned how to make the shooting feel very visceral. Some of the techniques that we learned from the targeting system have been taken from *Manhunt* and now we've also got sneaking. We've done a lot of work on a sneaking game. I think *Manhunt* has more than that but I do think that it did sneaking very well, so we're definitely taking that over. *Manhunt* was an enormous undertaking audio-wise and we've taken some of that stuff too. Generally as a company, our experience from doing all our games and the previous GTA games is naturally going to come into it.

**OPS2:** Are you able to talk about future plans, like what's in store for the PSP?

**DH:** We like to focus on one thing at a time! This is the danger with technology, people look three generations ahead and I think one of our strengths is that we really like to handcraft everything. This is a labour of love for a lot of people. We haven't looked that far ahead – partly because I can't see that far in front of me, and partly because of the vast amount of work that there is!

**OPS2:** If you've had a look around the show floor here at E3 – is there anything in particular that you really like yourselves?

**DH:** Well, we always like people who are trying to do their own thing and doing what they think is cool and what seems original. I think just from a visual perspective, the new *Metal Gear* looks pretty stunning. They're pushing their own style of gameplay in a really interesting direction. A lot of the other stuff seems like catalogue-filler for people who didn't think of a lot of ideas.

I think E3 is a dreadful place, really, to show stuff. Trying to play something, and with the volume of what's going on and people trying to push you out of the way, it's hard to think of a worse product to be shown in that way than a videogame.

There are two things that we've wanted to do since we started doing Rockstar, and those are games that we thought were well-styled and also games that played well. That was always the most important goal and we've never deviated from that. It's almost like, since people got 3D it seems that gameplay has become less important than it should be in some minds – graphics would hide really weak gameplay.

**OPS2:** Cheers, guys.

**DH:** It was great to see you again, man.



## Could he be worse than a League player?!

Surely not! It seems that CJ just can't stay away from trouble and sooner or later, his karma (read: enemies!) will catch up. Accurately, the game has adapted the notion of "turf wars" into the gameplay of Los Santos. To ensure acceptable levels of accuracy in the microcosm of gangs, Rockstar employs an entire team of researchers as part of their staff. For San Andreas, the researchers looked into the cultural and social boundaries of LA gangs. Here, CJ has been confronted by a bunch of Ballas. Rival gang members like these, will confront you when you're walking down the street in their territory. It's dependant on how much they dislike you, or what has "gone down" recently, but the chance of attack is usually high.

## Stayin' on top, Dalug

With so many companies now trying to clone *Vice City*, it won't take long for rivals and gamers everywhere to realise that *San Andreas* is merely the end-product of Rockstar's ability to be able to "step it up". While there have been admirable attempts, all of them have fallen short. Everyone has a theory as to why Rockstar is so successful, but the answer is simple: they understand the *medium* of games better than anyone else. The result is brilliantly original games, where most others are simply sequels or updated versions of things seen many times before.

"Games are becoming much better storytelling devices but we are very conscious of the fact that we're making a game here, and we use the story to not only drive you through with the narrative but also to unlock features for you in a way that makes sense," says Houser.

"I guess the overall idea and goal we have for this game is that we're not trying to make something that's virtual reality, or that we're aspiring to that. What we're aspiring to is putting you in the middle of your own movie. It's not trying to put you in the middle of your own real world, but it's where you can be both the director and star.

"We really care passionately about games and how they're getting into a position where they're challenging films. They're definitely doing it commercially in terms of the scale of the business, but more interestingly they're starting to do it creatively. Books tell you something, films show you something and games let you do something. So intrinsically, that's more engaging for people," he finished.

*GTA3* was a breath of fresh air. Rising to the challenge of meeting consumers' demands was a proposition of ending in frustrating mediocrity or being Rockstar's greatest-ever triumph. Only the most brilliant of games deserves to earn critical accolades so far prior to release, but *San Andreas* is clearly a phenomenon in the making.

Rockstar to get back to work!

STUFF WE WANNA SEE IN GTA4: Why do you continue to read these crazy lines? We are clearly mucking about, after all! Now, let's leave the true masters, Rockstar to get back to work!





**grand  
theft  
auto**  
*San Andreas*







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PlayStation®2





WORDS: NARAYAN PATTISON

# BAD BOYS III

**Jak 3 and Ratchet & Clank 3 explode onto PS2!**



## MEET THE FEEBLES

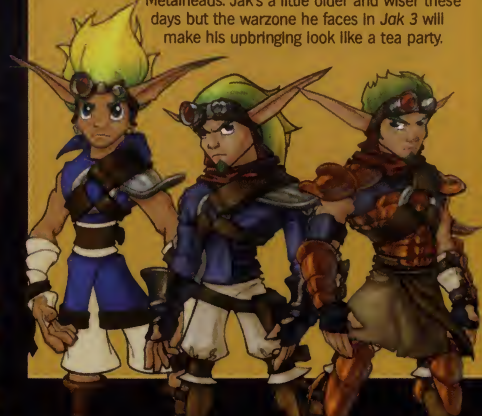
Insomniac has spent a long time designing all of the different alien races that appear in the many worlds of *Ratchet & Clank: Up Your Arsenal*. We just hope the title is talking about weaponry. Those stinking aliens can keep their anal probes to themselves.



## GROWING PAINS

From boy to badass, Jak's adolescence has been about as tough as they get

After seeing his buddy turned into a ferret, then fighting all sorts of crazy monsters in the first game, Jak had a rough childhood. It only got worse though, when a couple of years later he was transported through time, experimented on with Dark Eco and faced with the task of saving an entire city from Metalheads. Jak's a little older and wiser these days but the warzone he faces in *Jak 3* will make his upbringing look like a tea party.



*Jak 3* features radically powerful new weapons



**T**rying to get a new game noticed at E3 is a tough ask. Thousands of developers flock to the show every year, creating an ocean of flashing screens and a roar of noise, as each programmer tries to yell over all the others about why his game is the greatest. Two studios that never have that trouble getting noticed are Naughty Dog (*Jak 3*) and Insomniac Games (*Ratchet & Clank: Up Your Arsenal*). Both studios push the boundaries of 3D platformers so often that people can't help but flock to their games.

With last year's games only six months behind us you might be dubious about how much better the sequels really could be. But a couple of minutes with either game will be more than enough to convince you that Insomniac and Naughty Dog not only have new ideas by the truckload, but that they've also accomplished a staggering amount in the short development time.

Remember all those complaints in the early days about how tough the PS2 was to program for? The PS2's complexity meant that developers needed to spend longer than expected to squeeze all the juice out of the console. Now that developers have totally sussed out the machine, though, they're able to produce games with jaw-dropping graphics much faster than anyone would have thought possible. With the technical side of things taken care of, Naughty Dog and Insomniac have been freed up to create sprawling environments that stretch on for miles and pack in more original gameplay ideas than you can shake a bandicoot at.

## IT'S EVOLUTION, BABY

From Bandicoots and Dragons to Jaks and Ratchets, we track the evolution of these great platformers



### SPYRO THE DRAGON

The purple guy made the PSone sing, with stylish cartoon-quality graphics like never before.



### RATCHET & CLANK

On the PS2 Insomniac cranked it up to 11 with environments that were bigger than *Ben-Hur*.



### RATCHET & CLANK 2

The sequel was mostly just more of the same, but when the original was so good who cares?



### RATCHET & CLANK 3

Innovation's the name of the game the third time. Its intense multiplayer game is incredible.



### CRASH BANDICOOT

Crash took the speed of 2D platformers and put it into the first 3D game that really worked.



### JAK & DAXTER

Jak set the benchmark for 3D platformers but Naughty Dog still had plenty of ideas left.



### JAK II: RENEGADE

With the second game Jak evolved into a huge *Grand Theft Auto*-style sprawling adventure.



### JAK 3

Naughty Dog now knows the PS2 backwards, so it's able to create the sequel in record time.





Charge this gun up and it produces a shockwave that destroys everything in its path

**MAD MAX 3?**  
 Jak 3 takes place in the Wasteland, a huge stretch of desert on the border of Haven City. The desert is run by a band of humans calling themselves the Marauders. They live outside of the city either because they've been banished or they just want to live outside the law. They may not be innocent but Jak will need their trust if he's going to win his war.



## WE'VE SEEN THE LIGHT

Jak gets a taste of the bright side of life with his brand new Light Eco abilities



In *Jak II: Renegade* we saw what happened to Jak when he unleashed his Dark Eco powers. In *Jak 3*, his Light Eco powers will come into play, allowing him to heal his wounds, defend against enemy attacks and fly through the sky. Adding in a touch of *Matrix*-style coolness, Light Jak will also be able to slow down time.



Jak and Daxter pose for a family photo

## JUMPING JAK FLASH

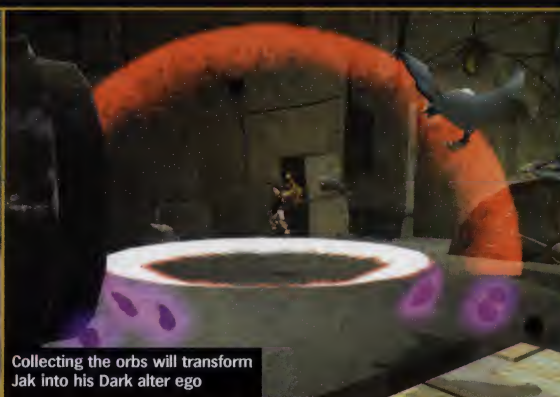
➔ People can be an ungrateful bunch. Our man Jak risked life, limb and ferret to save Haven City from its corrupt Baron and the invading metalheads, and what does he get for his trouble? Banishment to the Wasteland, that's what. Admittedly, things have gone a little pear-shaped since he saved the place – the city has become a warzone as humans, metalheads and what's left of the Baron's Crimson Guard fight for control – but they can hardly blame poor old Jak for that.

With all his friends left behind in the city (except for Daxter and Pecker, who stowed away when he was being banished) Jak is forced to make a new name for himself among the Marauders, a band of bandits and ruffians. Right in the middle of the Wasteland's desert (an area roughly five times as big as *Jak II*'s Haven City) is a Marauder

Whoops, we were meant to keep this *Jak 4: Knights of the Round Table* picture secret







Collecting the orbs will transform Jak into his Dark alter ego



## "GUNS ARE BACK IN A BIG WAY, WITH EIGHT WEAPONS TO USE AND THE ABILITY TO POWER THEM UP"

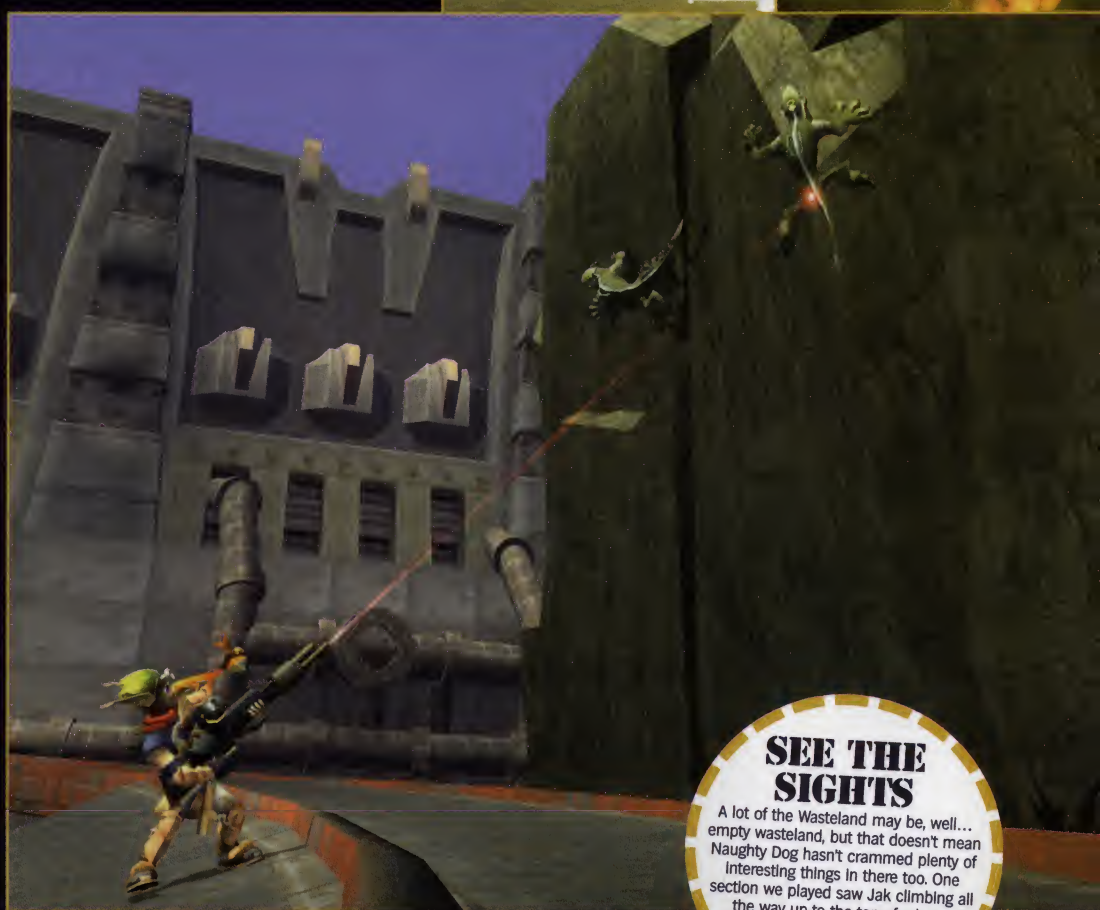
town called Spartus – which works as the hub level for all of the missions in *Jak 3*.

Responding to criticisms that the lengthy travelling time around Haven City spoiled the otherwise speedy pace of the game, Naughty Dog has ensured that there's never any boring travelling this time. Jak can now get behind the wheel of super-fast dune buggies that can cover the lengthy distances across the desert in much briefer stints. To make the little travelling that there is much more enjoyable, there are now plenty of distractions like other bandit vehicles attacking you, and other mini skirmishes along the way.

Although hardcore gamers ate it up with a spoon, some of *Jak II*'s missions were simply far too difficult to be enjoyed by many players. To make the sequel more accessible it features a dynamic difficulty system that adjusts itself to the way you're playing. Struggle more than a few times on any mission and the game will make it progressively easier until you're moving through the adventure again. We can't commend Naughty Dog enough for this because it means the gameplay can be made accessible to beginners, while still remaining as hard as a diamond for experienced players.

It might have been a platformer but we spent a lot more time shooting stuff up in *Jak II* than actually jumping around platforms. Guns are back in a big way this time, with eight weapons to use and the ability to power them up to devastating levels. Remember the formidable laser rifle? That's now the weakest setting – by unlocking upgrades you can turn the bullets first into ricocheting rounds, and later into robot drones that float about, unleashing a hail of bullets at any enemy that wanders past.

Naughty Dog is still keeping a lot of the game under wraps but it's already obvious this game will conclude the *Jak & Daxter* trilogy with one hell of a ker-bang!



### SEE THE SIGHTS

A lot of the Wasteland may be, well... empty wasteland, but that doesn't mean Naughty Dog hasn't crammed plenty of interesting things in there too. One section we played saw Jak climbing all the way up to the top of a huge mountain, then using a glider to fly inside an open volcano. Hot enough for you?

### GEARING UP

To help Jak battle the forces of evil he can take advantage of some nasty new hardware

It was admittedly cool to be able to steal any vehicle you wanted in *Jak II*, but this time around you'll have to work a little harder for your rides. Each vehicle must be earned the hard way. Once a vehicle is unlocked you can return to your base at Spartus and take it for a spin any time you want. As well as the transportation, both mechanical and dinosaur-based, Jak can also make use of powerful weaponry like mounted gun turrets. Check these out:



#### JAK-EROO

The vehicles may be great for getting around the sands at a great clip but local animals like this are invaluable for exploring some of the rocky mountain terrain.



#### HIS LITTLE FRIEND

While this gun turret may be a little excessive for the little bird Jak's aiming at, it'll be essential to defend Spartus against the Crimson Guard attack ships.



#### DRIVING MISS DAXTER

Many missions will see Jak belting through the desert, attempting to complete objectives and collect items before lethal sandstorms close in.





## TURNING THE TABLES

One of Ratchet's most effective weapons is his Infecto Ray. On the lowest power level this weapon can infect one enemy and force them to attack their own kind. Once this baby gets powered up to maximum it unleashes an Infecto Bomb that causes an entire group of enemies to attack themselves.

## NUTS & BOLTS OF PLATFORMING

➔ Life has a way of coming full circle. After being bossed around for years as Ratchet's sidekick, the downtrodden Clank has finally come good by scoring the starring role as an international robot of mystery in the galaxy's most popular television show. While Clank enjoys all the trimmings of super stardom, Ratchet is left to grumble in the background as the sidekick of a robot.

Life gets back to normal when the duo's arch nemesis Dr Nefarious comes up with a scheme to wipe out all living beings in the galaxy (Dr Nefarious is an evil robot, remember, and therefore safe). Ratchet and Clank ditch the movie career and blast off to save the galaxy.

## ALIEN GETAWAY

The planets look so good you'd almost want to take a holiday there, if it wasn't for the gun-toting aliens...

The number of planets and alien species that appeared in the last game was pretty impressive, but for *Ratchet & Clank: Up Your Arsenal* Insomniac has gone to town. Everywhere you look you'll see sharper graphics, bigger worlds, smarter enemies and more characters on screen at once. Here's a handful of the worlds you'll be making spaghetti out of alien innards on.



### FUTURE PERFECT

If you turned up on a planet with giant frogs walking around in robot mechs you'd feel like going a little trigger crazy too. Nice palm trees though...



### HANGING WITH EWOKS

It looks so peaceful. Too bad we're going to have to blast it all up. This level is modelled on Richie's house. And he says he can't afford to give us a pay rise...



### SPACEPORT SPLENDOUR

Wondering why there are no enemies about? It's because Ratchet's guns are so ridiculously powerful. Just point and click and they take care of the rest



## HALF-RATCHET, HALF-CLANK, ALL-MULTIPLAYER

Making scrap metal has never been so much fun – and it's online too!



Ratchet & Clank 3's multiplayer mode has both a split-screen mode for four players and an online mode for eight players (with a blistering 60fps and full voice support). Destructible environments, cooperative use of vehicles, manned gun turrets and grappling hooks to swing across ravines make every game a blast.



### RIGHT BACK ATCHA

Loosening the bladder of any poor fool with a laser gun, Ratchet's Refractor gun packs a very handy radar dish that can absorb, augment and reflect any energy beam. Once an energy beam has been captured you can also aim it around at other targets.



Who do they find to help them but everyone's favourite anti-hero, Captain Qwark. He may not have come completely good but he sides with the heroes because there'd be no one left to rip-off if everyone in the galaxy was dead. Qwark's help is more than a novelty plot device because he joins Ratchet and Clank as the game's third playable character. Obviously he can't match Ratchet or Clank for speed, but when you hit as hard as Qwark you don't need to. During the Qwark missions you'll receive help from his sidekicks, the Q-Force. You know a hero's hit the big time when he has a team of sidekicks.

You can't have a platforming game without a hub level. The Rolls-Royce of all hubs has to be *Up Your Arsenal's* Starship Phoenix, the headquarters for the Q-Force. While onboard the Phoenix Ratchet can perform training missions in the holo-deck, purchase armour and weapons (more than 20 this time) and test out new vehicles like the Turbo Slider and the Hovership. The coolest distraction has to be the Qwark vid-comics, interactive games that let you play out great moments in Qwark's history.

Still not satisfied? That's okay because *Up Your Arsenal* hasn't run out of ammo yet. The series' weapons were already pretty imaginative, but these ones not only take the biscuit, they dematerialise it and blast its atoms off into

another dimension. First up is the Rift Inducer, a gun capable of firing out a mini black hole that eats up all matter in its path. The always hilarious Infecto Ray brainwashes enemies into attacking each other. Our favourite, though, has to be the Plasma Whip. Insomniac can call it whatever it wants to, but we know it's really a lightsaber, and that's all that matters.

The new and improved adventure mode, featuring more worlds than you can blast with a proton torpedo and plenty of weapons of mass destruction would be enough to make us run out and buy the game on day one, but on top of that Insomniac has whacked on one of the best multiplayer modes we've seen in yonks. Give those guys a New! 🎮







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# PLAY-TEST

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## WELCOME!

E3 wasn't the only big thing in the world of PlayStation 2 this month! It's easy to be dazzled by all the big-name games coming at the end of the year, but there's still more than enough Triple-A

gaming to keep us busy right now. This month, we've played and dissected another big batch of games including the super-sharp *Onimusha 3* and Sam Fisher's sneakiest adventure yet, *Splinter Cell: Pandora Tomorrow*. Flip the page and find out how they rate! Peace, dawgs!

**NARAYAN PATTISON**  
DEPUTY EDITOR

## REVIEW CHARTER

**FACT: OFFICIAL PLAYSTATION 2 MAGAZINE'S** reviews are the best in the business. Our squad of reviewers play the games longer, harder and better than anyone. And we love what we do.

It's this dedication that means you can trust our comments and scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion. Our experienced reviewers have written for the game industry's most revered publications, both here in Australia and overseas. Rest assured that these are opinions you can trust.

## REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's definitely well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

## THE OPS2 AWARDS

We don't hand out high scores for nothing, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare gem and only to be given to games that score that magic 10/10. This score indicates gaming of simply incredible quality!



The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!



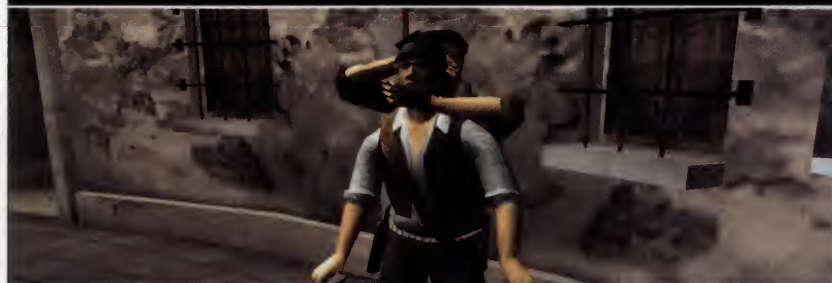
The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



## ONIMUSHA 3: DEMON SIEGE

**60**

The best samurai game has returned! Prepare to slice 'n' dice...



## SYPHON FILTER: THE OMEGA STRAIN

**64**

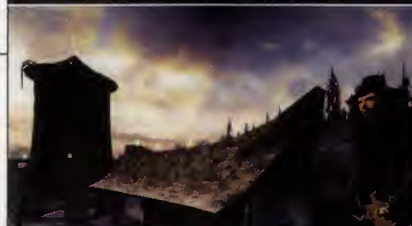
Gabe Logan, the PSone hero, is back in an all-new PS2 adventure!



## PANDORA TOMORROW

**68**

Solid Snake beware! Sam has arrived!



## VAN HELSING

**72**

The movie's bad – but what's the game like?



## WAY OF THE SAMURAI 2

**74**

Live the life – and death – of a noble samurai!



## RIDING SPIRITS 2

**75**

Get your motor runnin'...





Stop admiring the scenery, Frenchie, and get back to work

ADVENTURE

# ONIMUSHA 3: DEMON SIEGE

Best. Samurai game. Ever.

## DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: CAPCOM  
PRICE: \$99.95  
PLAYERS: 1  
OUT: JULY  
WEBSITE: [WWW.CAPCOM.COM/ONI3](http://WWW.CAPCOM.COM/ONI3)  
60HZ MODE: YES  
WIDESCREEN: NO  
SURROUND SOUND: YES  
ONLINE: NO

## BACK STORY

Time and again, Capcom has proven its mettle, giving us such favourites as Resident Evil, Street Fighter II and Devil May Cry. Now it's churning out the samurai games, and you won't find a much better example of that than in Onimusha.

Three is a good number. It's a number of mysticism and power. It's rounded, complete, full. There is a great deal of satisfaction to be gained from contemplating it in your quiet moments, if that's your thing. Great things come in threes – book and movie trilogies, triplicate deities, births, deaths and marriages. And now it's starting to bleed into the games industry.

*Onimusha* is one of the first titles to take advantage of this trend with its direly good Nobunaga trilogy. The first two *Onimusha* games, with their addictive gameplay and engrossing stories, were met with approval from gamers all over the world. It didn't hurt, of course, that everyone loves a good samurai story, or that back in 2001 when the first *Onimusha* title was released, samurai games were relatively rare. Or that the games kicked serious arse. But *Onimusha 3: Demon Siege* puts both of them to shame.

Samanosuke Akechi was introduced in 2001 with the release of *Onimusha: Warlords*, the first of the Nobunaga trilogy. With nothing but his swords and the mysterious oni power – which allowed him to morph into a demonic killin' machine – he took on the evil warlord Nobunaga Oda, only to leave a suspense-filled, open ending. *Onimusha 2: Samurai's Destiny*, however, saw nothing of Samanosuke. Instead, 10 years after *Warlords*, the protagonist was one half-oni Jubel Yagyu, hell-bent on revenge on Nobunaga and his undead army for the destruction of his village.

In this third *Onimusha*, you'll notice straight away that major elements of the series, like the pre-rendered

backgrounds and the 2D digital control system, have been done away with. Unlike other sequels, *Onimusha 3* hasn't simply been built on the core technologies and materials of the previous games. Instead, the new game has been constructed pretty much from scratch. It makes for quite an experience. It's the same *Onimusha* we know and love, but almost every aspect of the game has evolved – some features have even disappeared entirely, or been replaced by new, original, features.

There's at least one familiar thing that we've all been waiting for – the return of *Onimusha: Warlords'* Samanosuke Akechi, bearing the likeness of Japanese actor Takeshi Kaneshiro of *The Returner* (damned good film, that). This time, though, he's joined by French special operative Jacques Blanc, modelled on *The Professionals* Jean Reno (another damned good film).

## TWICE UPON A TIME...

The game begins with Samanosuke heading for a final showdown with his arch-enemy Nobunaga Oda. Thanks to his oni heritage, he hasn't aged at all in the 23 intervening years between *Warlords* and *Demon Siege*, and, if anything, he's even more of a hard-arse fighter than before. Just as he gets to the moment of truth, though, Samanosuke is suddenly sucked through a time/space anomaly, and ends up in modern-day Paris being attacked by genma.

Meanwhile, in Paris, über-soldier Jacques Blanc and his comrades are fighting off the hordes of genma that are appearing in the city, when he, too, is sucked through a portal – back to Samanosuke's time in Japan.

## FEELIN' A LITTLE... WHIPPED?



Both characters have special "charge attacks" where you can, by holding down the attack button, unleash a powerful special move on your opponent. Jacques' special attack – the Oni Bind – is hella cool; he can grab an enemy with his whip and toss it at another enemy in the vicinity, causing a massive amount of damage... or he can grab an opponent with the whip, quick-draw his pistol and empty a clip into the dirty punk ass. Narayan claims his bondage madam is even handier with her whip.

## BETTER THAN

ONIMUSHA 2

## WORSE THAN

UMM...

## LAB TEST

What they nailed this time

Jean Reno

What they need to fix

The Japanese language track really would have been a welcome option



That face in the wall isn't even remotely interested

SILVER  
PlayStation 2  
OFFICIAL MAGAZINE AUSTRALIA

We love a good 'topless' picture





It doesn't matter how big his sword is, nobody deserves that sort of punishment



The thumb wrestling bonus missions are a hoot

If it sounds like a cheesy *Star Trek* plot, that's because it sort of is. It also makes a complete mockery of time physics, so if you think about it too hard, you'll give yourself a bit of a headache into the bargain. On the other hand, it makes for some great action and some even greater storytelling – fencing, fighting, torture, revenge, giants, chases, escapes, true love, miracles...

You have Jacques and Samanosuke, both out of time, fighting a battle so they can return home; you have Michelle, Jacques' fiancée, trying to protect his bolsterous son back in Paris; you have Guildenstern, the demonic scientist, trying to wreak temporal havoc in Paris, and the genma running riot in Japan; and in the background, the cold machinations of Nobunaga Oda and his diabolical plot to take over the world.

You might suppose that having these threads of story interweaving would make for some pretty cumbersome, fractured gameplay, but the story development has struck a perfect balance – never too much to impede the playtime, but just enough to intrigue you, all the way through to the game's dramatic, enlightening conclusion.

## ONIMUSHA 3 101: HOW TO KILL AN UNDEAD ARMY

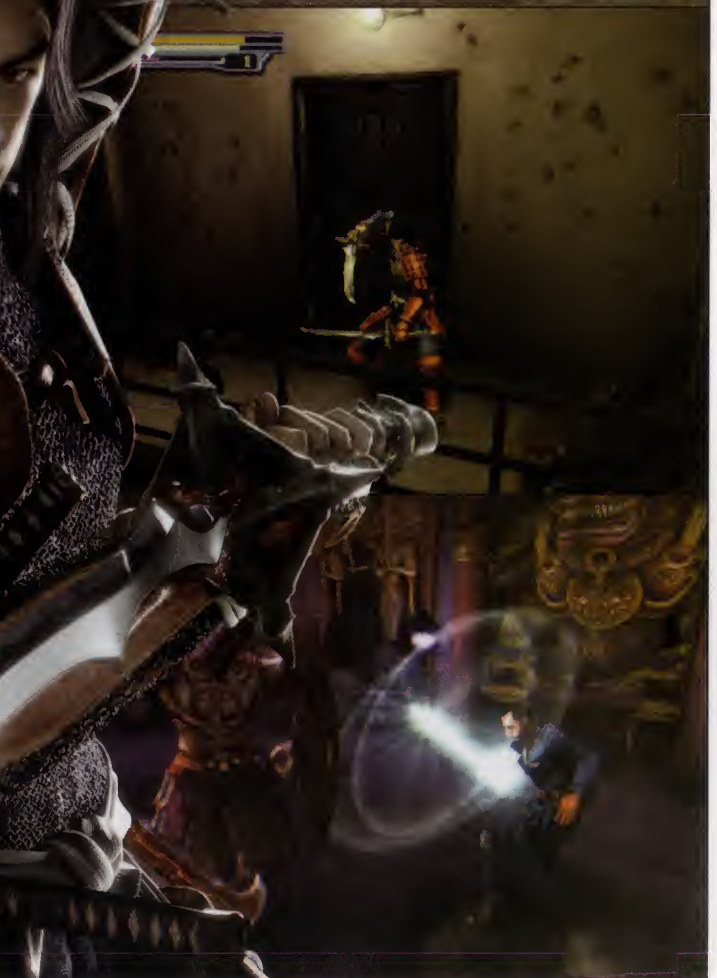
The basic mechanics of the game have remained more or less intact. There's plenty of demon slaying (with variable violence and blood settings), and the only-too-familiar puzzles, interspersed with snippets of story. You'll still have to go through those irritating sliding puzzles to open special boxes (hands up who actually likes those?), but the nigh-on incomprehensible gift-trading has gone the way of the 2D control system – and we look upon the change, and the change is good!

The 3D rendering and controls answer the biggest problems in the previous titles. With great freedom, though, comes great responsibility – the enemies are tougher and smarter, meaning you can't just slash your way into a horde of shuffling corpses and know you'll come out on top. You'll need to use a combination of critical attacks, on

(Below) Samanosuke may have a bit of a girly haircut but say it to his face and the first thing you hear about it will be some squishy noises as your limbs start falling off



Why is it always 'shoot first' with demons? Some of them are probably really nice guys







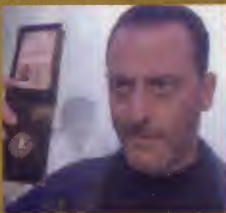
Yes, it's true, the samurai had no necks



whole lot of "neat powers", and she flits back and forth between Jacques and Samanosuke to render her aid. She makes everything a lot easier for the characters in the beginning of the game by serving as a sort of babelfish, letting the French and Japanese-speakers understand each other perfectly (now they all speak American!). She points out treasure chests, and picks up items dropped by dying enemies and brings them to you, with little calls for attention (Navl, anyone?). She is also "upgradeable" – you can pick up different coloured vests along the way, and activate them by attaching eco spirit stones to them. You can then equip them to Ako, with each different colour signifying a different kind of assistance; for example, a red vest means that all the souls you pick up will be red, while equipping a white vest means Ako will heal you if you're standing still.

The other thing she can do is hop through time. She carries messages between the characters, sure, but the other thing she does is deliver items between Jacques and Samanosuke. So you'll find yourself, at times, breaking away from the main mission of the character at hand to hunt down items to help out the other character, and dispatch Ako to deliver it. This is quite a nifty little gameplay feature, but more than that, it's a reminder of the interconnectedness of all the threads of storytelling – of the fact that, though they may be separated by hundreds of years and hundreds of miles, Jacques and Samanosuke are fighting, ultimately, for a unified purpose.

## → FACE OFF



If there's one thing the *Onimusha* series is famous for, it's using real actors as the base models for its main characters. Previously, the actors have all been Japanese and barely known outside of their country, with Samanosuke Akechi played by Takeshi Kaneshiro, and Jubel Yagyu modeled on Masadu Matsura, a popular actor who prematurely kicked the bucket at the age of 40 in 1989. This time, they're joined by awesomely cool French actor Jean Reno.

magic and blocking to get the best of these beasts, and use your charge attacks to your best advantage. It doesn't get very complicated – you can't learn hundreds of killer moves, or build on your existing attacks – but the presence of two separate playable characters, both with different weapon types, prevents the combat from becoming repetitive.

Both Samanosuke and Jacques have three different weapons to be acquired in the first play through of the adventure, and each of those weapons is capable of multiple upgrades. While Samanosuke favours the more traditional sword-type weapons, which are ideal for close-hand fighting, he also carries a bow (which is non-upgradeable) to pick off foes at a distance. It is with

# "IT'S THE SAME ONIMUSHA WE KNOW AND LOVE, BUT ALMOST EVERY ASPECT HAS EVOLVED"

Jacques, however, that the combat truly shines.

Jacques wields a set of very dangerous, and very bloody, chain weapons: a mace, an extendable sword (think Ivy from *Soul Calibur II*) and a flexible spear, each of which are capable of dealing very heavy damage at both short and long range. He can also use the whip-like properties of this weapon to latch onto "oni fireflies" and swing between ledges (sometimes, we swear, they're just making this stuff up as they go along) to get to places that Samanosuke would not be able to reach.

You also get to play as Michelle later in the game, letting you play around with at least four different types of firearm. None of these are upgradeable, since she doesn't have the oni powers of Samanosuke and Jacques, but nothing says, "I love you" like a grenade launcher.

## TINKERHELL

And then there's Ako. Y'know, there are some things that just seem out of place in certain situations, and a little sprightly fairy (okay, crow, but it amounts to the same thing) is not something most people would think to put in a demon-filled samurai game. This little... dear... has a

## YOU GOT REAL PURTY GRAPHICS

And what a wondrous world they're fighting in. The gorgeously intricate pre-rendered backgrounds may have been replaced, but there's no lack of detail in the new 3D versions. Samanosuke and Jacques have been created to perfection – dead ringers, in fact, for Takeshi Kaneshiro and Jean Reno respectively. It's not often that game characters based on real people look as much like their alter-egos as these two do... and since they're both sexy, sexy men (yeah... calm down, Michelle – Ed), it makes it a lot easier on the eyes.

Also, the environments – particularly in France – are absolutely breathtaking. The two main locations – the Arc de Triomphe and Notre Dame – seem to be based on the actual locations as much as possible. Of course, we wouldn't know about the sewers, and if you go looking for secret, cabalistic rooms with flesh-lined walls beneath the ground, you're probably going to be disappointed.

The shadowing and elaborate structure in both Japan and France lend a depth and realism to the game that the earlier *Onimushas* didn't have. As with most games of this type, though, areas that look like they should be



Sha-wing! Sam carves a mean demon fillet



## HORRIBLE FIERY DEATH...

Ahhh... is there anything more beautiful than gorgeously rendered in-game flames? It really is satisfying when you come across a game with such nicely crafted in-game graphics, especially since titles that try to stretch the capabilities of our beloved console are few and far between.

Probably the most widely recognised games for their dazzling imagery would be the *Final Fantasy* series, but by the look of *Onimusha 3*, that title may be under threat. Capcom has, without doubt, almost gone to the ends of the earth to put *Onimusha* on the map in terms of spectacular visuals. Gameplay aside, this is one game worth checking out for the delicious eye candy.



accessible are often not, and the absence of a jump command can get irritating. If something looks as realistic as this, you want to explore it in a realistic manner. If you see a rope barrier, and you have a sword, why can't you cut through said barrier with said sword? This problem isn't exclusive to *Onimusha 3*, but it is no less annoying.

The fixed camera is a lot more user-friendly than in previous *Onimusha* incarnations, and a lot more aware of the player's location. There won't be many instances where you're fighting something you can't see. It seems inevitable that it happens occasionally in this type of game, but in this case it's thankfully, barely even noticeable.

The artificial intelligence of the enemies is one of the game's coolest features. Acting with an economy of movement, they attack hard and fast, and in return you can slice them in half, decapitate them, or cut them up into little teeny pieces. There is a variable violence setting for those who can't stomach the crimson splatters that will otherwise adorn your screen the whole time, and you can turn the blood green, or off, and enjoy hacking your way through a bunch of enemies without having to watch them dissolve into festerling piles of red slush.

On a slightly sourer note, what FMV there is, brilliant though it be, is disappointingly sparse. The opening scene will give you goosebumps; unfortunately there is nothing to visually equal it throughout the rest of the game.

Luckily, there are aural treats a-plenty. The soundtrack is sublime, from the haunting Japanese flute music to the full-blown orchestral pieces, so that the sound effects, cool as they might be, pale in comparison. The voice acting is a different story. Well,

actually, most of it isn't too bad, if a little hammy; however, Ako's irritating chirp might just be enough to make you wish you were deaf. And for some reason, the actor who voices Jacques' English parts sounds absolutely nothing like Jean Reno, who does his own voice acting in the French sections. As with *Onimusha 2*, there's no option to switch to a subtitled Japanese language track – God only knows why – so you'll just have to ride it out.

In the grand scheme of things, though, you'll find it only too easy to forgive the small flaws in *Onimusha 3: Demon Siege*. And for the hardcore gamer, there is a plethora of extras to be unlocked by playing through the game, from wacky mini-games to wacky costumes, to Samanosuke's sword from the original *Onimusha: Warlords*. And even though it may depart from the formula devised in the first two *Onimusha* games, it is these very changes that make the game much stronger than any we've seen for a while. OPS2 was somewhat surprised by just how good this game ended up being. If you're even moderately interested in slash-'em-ups, *Onimusha 3* is a highly recommended addition to your collection. **A- Michelle Starr**

## OFFICIAL VERDICT

Graphics	09	Realistic, detailed and lush
Sound	09	That fairy's gonna drive you maaaaadd
Gameplay	09	Simple controls and addictive action... whh-kshhh!
Lifespan	10	Good mini-games and Village People costumes!

Destined to become classic, in anyone's books. And, hey – it's Jean Reno. Duuuude...

09



Park your car with Sam's valet service and you know it's safe



Rush hour in Paris is not even worth going near



They're not lethal but the tasers are still fun to use



THIRD-PERSON SHOOTER

Why do the Syphon Filter guys always look like they're dancing?

# SYPHON FILTER: THE OMEGA STRAIN

Remember your woollies, dears – there's a nasty flesh-eating flu going around

## DETAILS

DISTRIBUTOR: **SONY**  
 DEVELOPER: **SONY**  
 PRICE: **\$99.95**  
 PLAYERS: **1-4 ONLINE**  
 OUT: **JUNE**  
 WEBSITE: [WWW.AU.PLAYSTATION.COM](http://WWW.AU.PLAYSTATION.COM)  
 60HZ MODE: **NO**  
 WIDESCREEN: **NO**  
 SURROUND SOUND: **NO**  
 ONLINE: **YES**

## BACK STORY

The developer here is the same team responsible for the first Syphon Filter games on the PSone. After the series' runaway success, Sony took 989 Studios and renamed it as an in-house Sony developer. The Syphon Filter games are its most notable works so far.

**T**here's been an awful lot of hate and frustration in the world lately. Wars, rumours of wars, bomb threats, conspiracies and so on have dominated nightly bulletins from Perth to Paraguay. The last thing you'd want to indulge in, then, is a videogame about bio-terrorists, right? Not when you're talking about a Syphon Filter game about bio-terrorists. With a fantastic PSone heritage, does this newest instalment of the Syphon Filter series live up to the high standards of its predecessors? And most importantly, is it fun?

The first thing a fan of the series will notice is that Gabe Logan is back, along with his constipated pack-a-day-smoker voice. This time, however, he won't be the character you'll be using through the game, but is a sort of hands-on head honcho. Instead, you get to create your own agent to save the day. The breadth of options here is unfortunately quite slim. You won't, for instance, be able to create your own afro-toting version of Samuel L. Jackson from *Pulp Fiction*, or a fat little plumber in red overalls. While additional customisation options do open through the game's multiplayer there's definitely a

limit to how outrageous you can get in keeping with the game's tone. You do get to select which gender you want to play as though, and while making your dream date doesn't quite reach *Weird Science* levels of erogenous awe, it's certainly better than playing as somebody else's interpretation of cool. There's also a random generator option for the equal-opportunity gamers out there who don't want to have to make any decisions.

## IN AT THE DEEP END

Once you've completed a training course you're bundled off into a real mission. After being in the combat zone for about 20 seconds a wealth of questions will arise. Controlling your agent from a tight third-person perspective with only a humble pistol, you walk straight into a firefight between CHA officers decked out in yellow uniforms, and terrorists dressed in black. Both will be firing at you,

"Maybe if I grimace hard enough people won't notice I'm the 217th game character to do this two-gun dive?"








though you're only supposed to kill the terrorists. Meanwhile your captain will start barking orders at you to do this and that and to "hurry up!"

The rush of information on your HUD – the blinking radar, the targeting reticule – all combine with the wide-open levels to create a genuine sense of confusion. Moments pass and your captain, perhaps the most annoying voice-over ever, starts throwing snide and sarcastic remarks at you, saying "good work, you've just failed another objective". You'll want to curl up in a corner and hide. Where to go? What to do? Failing objectives... arhhhh! It's obvious that the developer made the call to throw the player into the deep end at the start, but they've wound up creating mass disorientation instead of frantic fun.

Sacrifice the first few attempts in the name of experience and you'll eventually see that *The Omega Strain* is all about hyperactive run-and-gun gameplay. Pressing  brings up a 3D map of the entire level that you can use to get your bearings and work out where the next objective is. Sprint to one of the objective locations, shoot tonnes of bad guys and then repeat. Fortunately your agent is well trained in rolling around like a fox on fire to avoid incoming bullets. Their range of impressive dodging, rolling and strafing manoeuvres justifies the third-person view.

## SEEK AND DESTROY

Story and characters play a large part in *Omega Strain* – perhaps even too much so. Some undeniably rotten bastards have justified to themselves the deaths of millions of innocents and developed a new strain of the Syphon Filter virus – the Omega Strain – to be sold to the highest bidder. The next thing you know, some thick-accented Russian army goon by the name of Ivenkov is out and about distributing vials of the goop like flyers for a high school piss-up; his network stretching across the globe. There are a few other sundry characters with foreign accents and equally diabolical ideas, though the sheer number of these dastardly players convolutes the plot quickly. It's as though the writers were trying to come up with a sophisticated Hollywood-styled plot, but made the error of using Hollywood cliché, adding too many bad guys to the mix. It'll take you all of 15 seconds to decide that the plot is largely uninteresting and that it's time to just concentrate on shooting stuff.

While dispatching the game's endless supply of faceless numb-nuts, a time limit ticks away in the background. After all, you're trying to stop the spread



## HISTORY OF SYPHON FILTER

Back in 1999, *Syphon Filter* was released on the PSone to surprise critical and audience praise. The game had come from left-field to become one of the console's must-have titles, packed with a mature plot centred on biochemical warfare. 989 Studios was a division of Sony Computer Entertainment America and it produced a sequel a year later along with developer Eidetic. The third *Syphon Filter* game on the PSone was published under Sony's name and was released in 2001.



### BETTER THAN

HEADHUNTER

### WORSE THAN

TRANSFORMERS

### LAB TEST

#### What they nailed this time

Controlling your own created character is a feature we'd like to see more of

#### What they need to fix

More streamlined levels are needed for this type of fast-paced game

The radar's helpful for getting an early indication of enemy placements



"Hand scanner? Whoa. Lucky I've got that severed hand in my pocket"

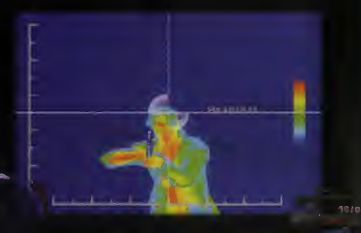


Nice security, boys. The old high/low laser beams. Nobody ever gets past those...

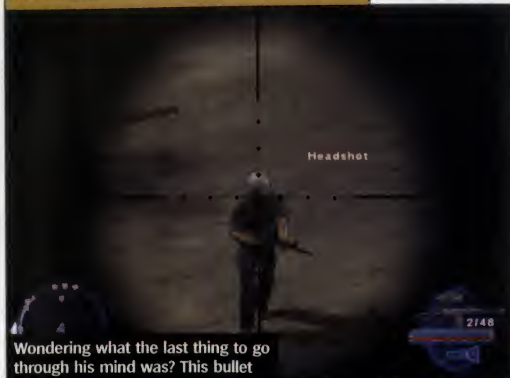


## I GOT YOU GABE

If you're worried you will miss controlling Gabe "the man-babe" then don't be. While you'll take your created character through the game's main missions, you'll be able to use the game's other stars in various bonus missions scattered along the way. To unlock these you'll have to complete all the objectives and par times for the preceding levels. Unfortunately Gabe himself is only available in one of these missions.







## MULTIPLAYER LURVE



The big news about TOS is that it not only provides a single-player game, but also a cooperative mode that can be played online with the PlayStation 2 Network Adapter. Unlike the two-player deathmatch seen in the earlier PSone game, here players work together to complete missions in the fastest possible time. Not only does it allow multiple players to sprint to different areas of the map to simultaneously accomplish separate goals, but new areas and shortcuts can be found when two or more players team up and piggyback on each other to get to high, hard-to-reach places. Customisation extras for your character, like tattoos and new clothes, open up as rewards for your effort. Excellent stuff.

of a lethal disease and there's no time to spare. You won't bother about the time limit the first time you play through a level though. The unnaturally brutal level design in the majority of instances requires a thorough knowledge of the map, and beating the par time is only possible with trial and error. "But you've got a map," you might claim. Sure, for some levels the map works fine, but levels with multiple floors are a problem.

Strangely enough, there's no quick restart option. If you want to start all over again you have to exit to the main menu and load everything back up. Why would you even bother trying to pull off the mission perfectly and beat the par time? Well, by doing so you gain access to better weapons for the following levels, making life that little bit easier.

The shooting aspect of the game is part good, part sweaty groin. We'll go groin first. The game uses a lock-on button for runnin' and gunnin', so you can perform all those tricky dodges while still dispensing some sizzling lead of your own. Of course, like most games

before it, the lock-on button doesn't always select the best enemy to target. It does a reasonable job, but often you'll be turning to fire at a foe close behind you when your cursor will spin you around to a less threatening foe ahead. What exacerbates this issue is that the game is a bit too cheeky when throwing nasties at you. Spawn points for villains are strewn all over the place and too often you'll sprint up to a couple of goons only to have another one or two shotgun-armed thugs appear behind you. Naughty! Enemies deliberately appearing at certain points to entrap the player is just cheap. There are also a

to help create the illusion of girth, they look smart and can easily facilitate long-distant shootouts.

Perhaps the best thing about *The Omega Strain* is its orchestrated war movie-style soundtrack, full of soaring trumpets and resonating bass drums. This is the prime culprit for setting the serious game tone, and its effort and effect is easily noticed. Turning the music up on this game, over the functional but often torturous banshee screams from Iman! is probably a good idea.

But the question still remains, for all its pros and cons is *The Omega Strain* a fun and enjoyable experience

## "YOU'RE TRYING TO STOP THE SPREAD OF A LETHAL DISEASE - THERE'S NO TIME TO SPARE"

few instances where you'll get a lock on an enemy behind some concrete - usually when they're on a roof and you're on the ground - and your bullets will pass straight through stone like a curry through a colon. It's just dodgy.

However, there are some interesting elements to the shooting. In particular, firing away at a target as soon as you've got an auto-lock on them will cost you a lot of ammo. Instead, you've got to keep the targeting cursor on them for a few moments until it changes from red, to yellow, to green. Each change in colour indicates an improvement in accuracy and makes some headway towards making up for the overly simple lock-on.

There's a good variety of objectives to complete across the game's 17 missions, like carrying downed SWAT officers out of the range of malevolent snipers, escorting civilians to safety zones, disarming bombs and, of course, assassinations. These objectives never really force you to change your approach gameplay-wise though. Sprint, shoot, kill is about as deep as it gets.

worthy of your hard-earned hundred smackers? Well, it's not for everyone. Those who get easily frustrated and enjoy dynamic and varied combat as opposed to flat-out 'go, go, go' will want something more than the amphetamine-fuelled intensity this offers. But those who love the idea of run-and-gun gaming and can tolerate a bit of trial and error will no doubt lap it up. **A James Ellis**

### OFFICIAL VERDICT

Graphics	07	Smooth and functional, but far from stunning
Sound	08	Filmic orchestral themes compliment the game
Gameplay	06	Shooting, running and more shooting and running
Lifespan	08	Bonus levels to unlock plus online co-op

It's often disorientating and there's a lot of trial and error to wade through, but *The Omega Strain* is never dull.

07

### HARDER, BETTER, FASTER, STRONGER

That's not to say *The Omega Strain* feels like a poorly produced game by any means. Everything, including the visuals, has been streamlined for fast, arcade-styled shooting action. The frame rate is as smooth as a supermodel's moisturised rear, not even sweating when spitting out a five or six-man ambush or a C-4 shopfront explosion. In fact, the game looks pretty decent all-round. There's nothing unsightly you'll have to endure while playing it, that's for sure, even though there's nothing overly eye-slapping either. The character models look nice and sharp, though the outrageous numbers of enemies you'll be dispatching means the developers had little choice but to make them unsurprisingly generic looking.

Level design, as mentioned, is too confusing for its own good - particularly for a game that's all about speeding through levels quickly. The locales are sometimes large, sprawling outdoor areas that impress with their scale. Despite the presence of fog or darkness

"Yep, a little to the left. Thanks, that stiff neck was killing me"







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PlayStation.2



Sam has resorted to burglary to pay the bills

STEALTH ACTION

# SPLINTER CELL: PANDORA TOMORROW

The greatest spy the world has never seen returns

## DETAILS

DISTRIBUTOR: UBISOFT

DEVELOPER:  
UBISOFT SHANGHAI

PRICE: \$99.95

PLAYERS: 1 (2-4 ONLINE)

OUT: JUNE

WEBSITE: WWW.PANDORA  
TOMORROW.COM

60HZ MODE: NO

WIDESCREEN: NO

SURROUND SOUND: NO

ONLINE: YES

## BACK STORY

Ubisoft's Montreal studio, responsible for the ground-crunching first *Splinter Cell*, passed on the development of this follow-up to its sister Shanghai enterprise. Now the Canadians must attempt to better *Pandora Tomorrow*'s ace multiplayer mode in their current project, *Splinter Cell 3*.

## BETTER THAN

MISSION IMPOSSIBLE

## WORSE THAN

TOM CLANCY'S SPLINTER CELL

## LAB TEST

### What they nailed this time

The jungle environments – they look brilliantly lush and leafy

### What they need to fix

More polish for the enemy AI. They're close enough but...

**A**fter surprising gamers like a nun on a nudie run with his marvelous first outing, Sam's slipped the seal suit on again for a full-blown sequel in *Pandora Tomorrow*.

Not only does it feature eight new levels of espionage action, but it also has a revolutionary multiplayer mode.

The game's plot focuses on Indonesian terrorist group the Darah Dan Doa and their maniacal anti-American leader, Suhadi Sadono. It seems old Sadono has become a bit of a grumble-bum when it comes to US foreign policy (we wonder why?) after they erected a military base in his country and, as payback, plans to unleash a series of massive biological attacks on American soil to show 'em who's boss. While the US's special operatives can find him easily enough, they can't kill him on sight or his hidden Stateside cell members won't get their daily "pandora tomorrow" phone call and will release the WMD pronto, killing thousands.

## PLAY IT AGAIN, SAM

Fortunately *Splinter Cell* vets will have no problem throwing on the goggles and going straight for the bad guy's googlies as the gameplay smoothly follows on from that of the original's. For the uninitiated, the game is played from a third-person perspective and sees you guiding Sam through enemy installations while hiding in shadows to avoid unnecessary confrontations with guards. Just about every light source in the game is destructible, meaning if a hallway isn't dark enough you can shoot the lights out and create a safe passage.

While you want to avoid confrontation that doesn't mean Sam is a Girl Guide when it comes to using lethal force (or "the fifth freedom" as the game patriotically puts it). Nah, he's one of those callous government hard-

asses who dispatches people with shameless abandon. As such you have a wealth of ways to take out enemies. You can blast some lead into their heads, or you can be more surgical and silently grab them from behind before leading them to a dark corner and knocking them out. You've also got grenades, a trusty elbow-to-the-head move and a couple of non-lethal projectiles to use.

So far this is all unsurprising to those who played the first game. Thankfully, *Pandora Tomorrow* does offer new stuff. First and foremost, the game's main missions are set in some fantastic locations. The most obvious example is the game's third level, which is set on a French bullet train where you've got to sneak through each carriage till you find bad boy, Soth. Getting to some

We'll see how smug he looks when the train gets to the next tunnel



## MULTIPLE STORIES

No element of *Pandora Tomorrow* goes without some narrative explanation. During the game you'll learn that Sadono has bought a virus from terrorists and smuggled it into the US in special capsules. A few missions later you'll see a cut-scene featuring Shadownet operatives infiltrating various compounds to steal them back – the basis for the game's multiplayer mode. Cool, ay?





We welcome the outdoor areas with open arms

PLAY-TEST

zoom+ ↑ Down Directional Pad  
zoom- ↓ Down Directional Pad

And to think, the boys all laughed when young Sam played on the monkey bars with the girls

## SATIRE OF SAM

It's clear that the developers are sensitive to current global feelings on the USA and terrorism and have shied away from trying to portray America as the innocent and faultless party. They go about it by making gruff old Sam cynical of everyone, even his own country and organisation. Voiced again by gravely sounding Hollywood thespian Michael Ironside, Sam's comments range from the poignantly sarcastic to the outright daring. One example is after Sam is ordered to kill a female contact. He chimes in with "shooting women seems mighty close to terrorism," before his superior Lambert interrupts with "leave the ethics to us". Indeed,



Having a voice like Mike's is an advantage with the laydees

### MICHAEL IRONSIDE

With such a "Hollywood" surname, Michael was destined to be noticed in the entertainment industry. In fact, the native Canadian has been seen in films and TV shows since the '70s. Apart from his videogame work (he also helped voice *Run Like Hell*), you'll find Michael in movies such as *The Perfect Storm* and *Starship Troopers*.



### SAM FISHER

"The world is small, nasty and complicated and everyone dies alone," according to the *Splinter Cell* star. It's not an optimistic take but coming from a top-secret government pawn whose job includes spying and killing – it's hardly a surprising one either!

carriages requires you to climb under the train as well as shimmy along its side, dodging the peering eyes of travellers and holding on for dear life as oncoming trains motor by on the parallel track. It all looks sensational and surpasses anything seen in the first game.

Additionally, with a lot of the game centred on Indonesia, *Pandora Tomorrow* features some *Rambo*-esque jungle environments. Rappelling down caverns and searching long grass for booby traps all feature, and it's a fresh change from the original's indoor levels.

## TOMORROW'S TECHNOLOGY TODAY

Sam has also learned a few new manoeuvres; the most notable being the cool (but slightly irrational) SWAT turn. This allows Sam to push up alongside an open doorway, then with the grace and economy of a German ballerina, smoothly pivot to the other side of the doorway without being spotted. He can also hang upside-down from overhead beams allowing him to aim his gun at a threat below, and perform a new type of double jump that allows him to reach high places. Sam's most useful new ability is when Sam uses his whistle. Now you no longer have to run around in order to entice a hapless guard to his doom. Alternatively if you have your headset/mic plugged in, you can lure them over with spoken insults or love songs, *Manhunt*-style.

If you purchase *PT* hoping for new weapons or hi-tech gadgetry you'll be let down as the developers have

merely tweaked what was already there. Now you get more ammo for the SC20K, so you can be a bit more liberal with smoke grenades, sticky cameras and airfoils, and both your guns now come with laser scopes. The only really new addition in the weapons department seems to be the handy flashbang grenades. When thrown, these suckers can blind every enemy in a room! Excellent.

Despite the handful of new sundry features, what makes *PT* a good game is the return of the same thrills from the original. There simply isn't any other game that makes you feel more like a spy than this.

Apart from the game's realistic weapons, gadgets and story, a lot of it is to do with its presentation. The graphics and level design combine to really put you in the fantasy space. There's an instance early on where you'll be stalking through a waist-high stream among long water grass. A guard is only metres away but you're totally concealed by the foliage. As you move on toward the next batch of submerged flora, a resting flock of birds there detects your presence and shoots off into the sky, potentially alerting the adjacent villain. Other times you'll be creeping through an Indonesian village and only be able to hear dogs howling in the distance, the lulling hum of the wind and your own footsteps on the floorboards as you inch closer to the next unopened door. It's engrossing stuff.

But however skilled Sam is at avoiding traps, he

SILVER  
PlayStation 2  
OFFICIAL MAGAZINE - AUSTRALIA

"PT is better than the original. Say it!"

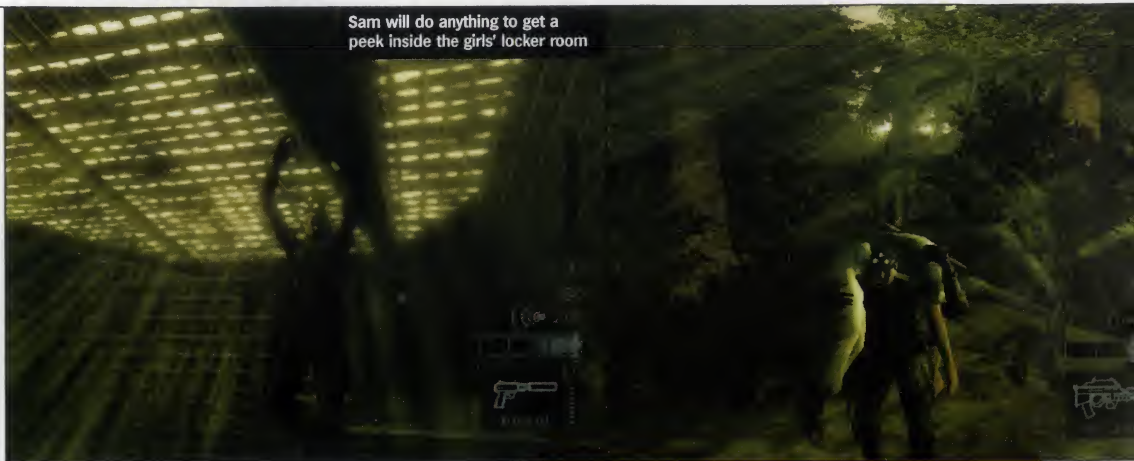


can't avoid some of our gripes and grievances. Sure, the single-player game is not that different to the original – that's actually not such a bad thing. What is troublesome though, is the lack of polish in places.

At times, the game stumbles in regards to communicating to you how concealed Sam really is. The light meter might say Sam is in a pitch-black area or shadow, but you can still see Sam just fine without resorting to your night-vision. This lack of darkness means you'll hardly use your suave vision modes.

Worse problems arise in regard to enemy's artificial intelligence. Often you'll be in an area that – according to your light meter – is pitch black, when you'll KO a patrolling guard. Sometimes this is fine, but other times an enemy in the distance will see it and cause all sorts of hell, perhaps even raising an alarm that causes you to restart from a checkpoint. The extent to which darkness conceals Sam and his actions needs to be clearer and more concrete. All too often you'll find yourself saying "but how did he see me? Why am I being detected?"

The in-game cut-scenes also have a tendency to be dodgier than a used car salesman. Unlike the non-player characters, Sam's lips often aren't synched to move with his dialogue. In one isolated instance, a voiceover that was supposed to be triggered when Sam accessed a computer terminal got skipped, causing all sorts of problems and requiring a reload. These annoyances don't ruin the mood quite as much as when you're making out with a girl and she confesses that she was born a man, but they do make



to leap, climb, shimmy, zip line and use different vision modes. They're armed with sticky shockers and can creep up behind enemies to break their necks. The other team controls the Argus mercenaries. Alternatively, these guys play from a first-person perspective and, although they're less manoeuvrable, have greater firepower and accuracy. There are three game types that can be played, but generally they all involve the mercenaries trying to prevent the spies from accessing special canisters littered around the map.

PT's multiplayer really is a thrill to play. Using the headset to its full potential, you'll have an absolute riot trying to coordinate plans of attack and defence with your team mate. You'll also be jumper than a 'roo on hot

## MERCENARY VISION

Don't worry that you'll be under-equipped when controlling the Argus Mercenaries in the game's multiplayer. Sure the spies have thermal and night-vision, but the mercs have a couple of alternate vision modes themselves. The first is a motion tracker that zooms in on anything moving quickly, and the second is an electromagnetic vision mode that can see Shadownet operatives through walls, provided they're using their spy goggles at the time. On top of that, you've also got a torch attached to the end of your assault rifle for sniffing out dark nooks and crannies.



# "IT'S A BLOOD-PUMPING GAME OF VIRTUAL CAT AND MOUSE...YOU MUST TRY IT"

a great game seem less glossy than it should be.

Our last whinge isn't so much a criticism as a point to remember. Veteran SC players will roar through the single-player game in around eight to 10 hours of play, and while the developers have included instances where multiple paths can be taken as well as a mission debriefing at the end of each stage, they can only increase the replayability by so much. If you want supreme longevity out of *Pandora Tomorrow*, then you want to be online or have some LAN buddies so you can experience the stellar multiplayer mode.

## SPY VS SPY

Forget your boring first-person shooter, "every man for himself" cliché. *Pandora Tomorrow*'s multiplayer takes four players, separates them into two even teams and plops them on an intricately designed and dazzlingly well-lit map. Two of the players control the Shadownet spies. These guys are like Sam in the main game, able

to leap, climb, shimmy, zip line and use different vision modes. When on the Shadownet team, the fear of seeing a flashlight light up an adjacent corridor is enough to make you yelp like you're being chased by a knife-wielding Mike Tyson. It's a blood-pumping game of virtual cat and mouse and you must try it.

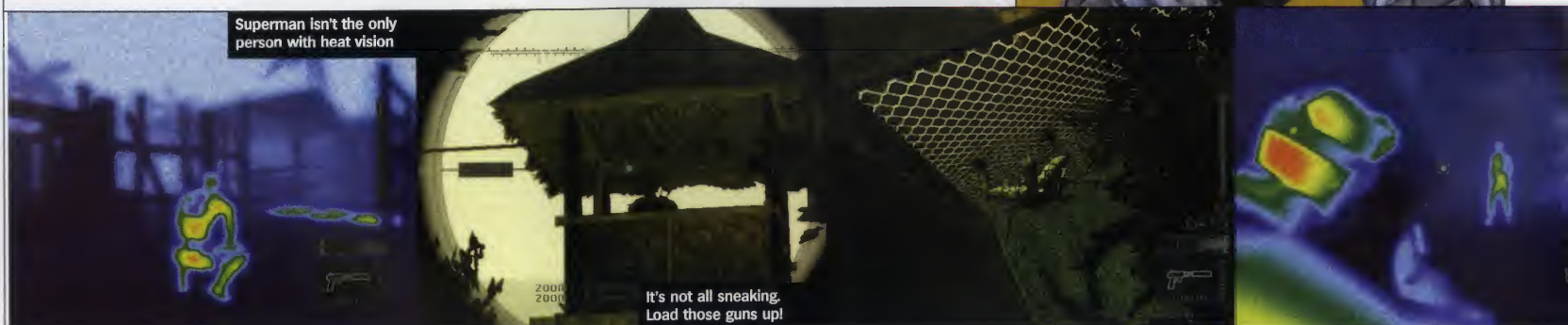
All up, fans of the first adventure should definitely check out *Pandora Tomorrow*. Those in a position to enjoy the multiplayer shouldn't hesitate to rush out and buy a copy now. **A James Ellis**

## OFFICIAL VERDICT

Graphics	08	Absolutely gorgeous. Some frames stutter though
Sound	09	Superb sounds, incidental music and voice acting
Gameplay	08	Identical to the original but multiplayer is tense
Lifespan	09	Certain to be an online classic

Eight new missions, superb multiplayer and some extra features make *Pandora Tomorrow* a brilliant package.

09





fun, anyone?  
PlayStation®2





Narayan makes another cameo appearance!

THIRD-PERSON SHOOTER

# VAN HELSING

Devil May Cry meets Hugh Jackman for a monstrous ass-kicking

## DETAILS

DISTRIBUTOR: **VIVENDI**  
 DEVELOPER: **SAFFIRE**  
 PRICE: **\$99.95**  
 PLAYERS: **1**  
 OUT: **NOW**  
 WEBSITE: **WWW.VANHELSENGAME.COM**  
 60HZ MODE: **NO**  
 WIDESCREEN: **YES**  
 SURROUND SOUND: **YES**  
 ONLINE: **NO**

## BACK STORY

Saffire hit the scene in 1998 with a James Bond title on the Game Boy and has since gone on to do Tom Clancy's Rainbow Six, Starcraft: Brood War and The Hobbit. In case you're a bit slow, Van Helsing is based on a movie, which is based on a bunch of older movies, which are based on even older books.

## BETTER THAN

DEVIL MAY CRY 2

## WORSE THAN

DEVIL MAY CRY

## LAB TEST

### What they nailed this time

The combat system – being an action star has never been so easy

### What they need to fix

The hordes of regular enemies need to put up more of a fight!

There are two types of movie game. The first includes titles like *LOTR: The Return of the King* and *Terminator 3* where every single scene from the film is retraced and turned into a level. The second includes games like *Enter The Matrix* and *The Thing*, where the developer creates a fresh story set in the same universe, giving the player a whole new experience. *Van Helsing* [the game] plays it safe and follows the movie religiously, and while Hugh Jackman's latest blockbuster won't win any *OPS2* Oscars, the idea of going toe-to-toe with some of horror's greatest characters gives us enough motivation to want to relive the movie's (frankly) lame story.

As you've probably figured out already, you're in control of virtual Hugh here. The Vatican police have summoned you to destroy everything and anything that's evil. In return, the Vatican will do everything in its power to help you find your true identity. Your mission is to travel to Transylvania to protect Princess Anna Valerious by whacking a stake between Count Dracula's ribs. You'll also have encounters with other mythical characters like The Wolfman and Frankenstein's Monster.

Unsurprisingly, for a game based on an action movie, it's about non-stop ass-kicking action. Very much in the style of Capcom's classic *Devil May Cry*, *Van Helsing* runs around the place, exploring, collecting,

jumping, shooting, running a bit more, and shooting a whole load more. It's pure popcorn gaming, and it's entirely set up to provide large amounts of demonic beasts for you to kill.

## MONSTER SOUP

There's no need to freak out though, because these demons are so easy to splat that even a rolled-up newspaper could do the job. The only time you might break a sweat is when there's a large group surrounding you. But simply jumping out of the way to buy yourself a bit of time will get you straight back on track. You'll come to hate these demons, because every time you return to an area you've already cleared – which will be quite frequently – all the demons you killed will reappear, ready and waiting to get in your way.

You'll have more fun taking on the end-of-level bosses. Where boss fights in other games often need nothing more than a simple dodge-and-shoot strategy, *Van Helsing* requires you to put a little more effort in. You'll learn this lesson with your first battle against Mr Hyde, because if you go in trying to dodge and shoot he'll just beat you down – hard. Each boss is unique, and differs in size and speed, so you really need to pay attention to what they're doing. While it is challenging and may frustrate some, we prefer the battles being

## HUGH'S GOT A HANDY LITTLE TOOL KIT!



### CROSSBOW

This is unlockable and has unlimited arrows. Great for killing standard enemies and doing nasty head shots!



### MELEE WEAPONS

Some particular weapons (like this grotty-looking thing) are perfect for close-up melee combat



### DUAL PISTOLS

This is standard issue weaponry – *Van Helsing* style! Use it against Mr Hyde and get silver bullets for it.



Extreme Makeover is getting out of hand





The movie's handful of fans will love the game



Van is heavy in training for the next winter Olympics

## "PURE POPCORN GAMING WITH LARGE AMOUNTS OF DEMONIC BEASTIES TO KILL"

difficult, rather than just having Frankenstein's Monster standing around taking everything thrown his way.

*Van Helsing* is almost identical to *Devil May Cry*. And just like the Son of Sparda, Van has two attacks – one for stabbing and one for firing. Van can pull off combos using both of these attacks and when combined with a jump a number of other combos can be unleashed. You can hurl enemies in the air and fire off a few rounds, shoot down from the sky for some air strikes or just slice up opponents with those awesome tojo blades. In fact any move Dante could do in *DMC*, Van can also do and make it look just as good!

### WHY CAN'T I HAVE THAT ONE?

Speaking of the weapons, Van carries artillery that would leave Dante bawling. Van packs all his favourites from the film like the arrow gun, shotgun and a special Gatling gun, but he also has some weapons that weren't available in the movie – like the machinegun and elephant gun. However, if you want these bad boys you'll need to collect the glyphs that are spread out through the levels. The glyphs work exactly like the red orbs in *DMC*. At the end of the level you can trade in the glyphs to purchase weapons, or you can unlock new combo moves that will have you flying around like Jackie Chan.

Saffire is obviously trying to make you play *Van Helsing* for the next 12 months, because it has shoved so many extras in that you'll need to conquer it numerous times if you want to see them all. That includes playing through on each of the difficulties – however, the only time things will get tough, even on the 'hard' setting, is when you're facing the bosses. Even tougher than that, though, is being able to sit through the game's story a second time.

One of the major problems with movie-based games that retrace the film is that if you've seen the movie you already know what's going to happen next. Here, you'll find yourself remembering specific scenes and knowing

exactly what's coming up next. The scenes' dialogue has been slightly changed, but unless you're a huge fan of the movie or haven't seen it you may find it hard to stay interested the whole way through.

It was always going to be hard to make a decent game from a bad film, so credit must go to Saffire for its solid effort. *Devil May Cry* fans who were quite rightly disappointed with the sequel will find everything they wanted right here. With challenging boss fights, awesome weapons, loads of action and the sight of Kate Beckinsale, *Van Helsing* will give you the adrenaline shot you've been waiting for. **B Paul Frew**

### OFFICIAL VERDICT

<b>Graphics</b>	<b>07</b>	Hugh looks good but there's nothing to go crazy over
<b>Sound</b>	<b>08</b>	Sounds just as good as the film
<b>Gameplay</b>	<b>07</b>	Mash buttons to become an action star, it's that easy
<b>Lifespan</b>	<b>07</b>	Plenty of bonus material and combos to unlock

A quality action title that holds true to the film and holds up against other action titles already available.



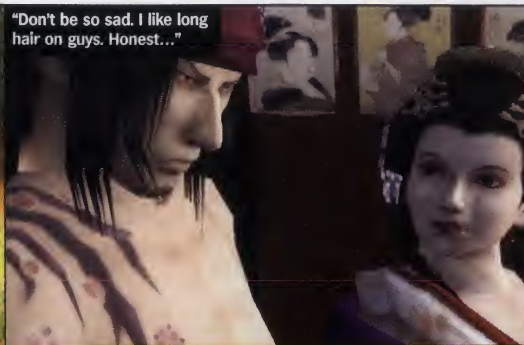
### DON'T FORGET YOUR HAT

During the course of the game you'll lose your hat in combat. If you don't pick it back up off the ground you'll play the rest of the game with annoying hat hair, and you'll also miss out on unlocking some of the bonus materials upon completion. So pretty please, with sugar on top, pick up your hat if it falls off.



Massage parlours in Transylvania can be dangerous





ACTION ADVENTURE

# WAY OF THE SAMURAI 2

The first ever '10 days in the life of a samurai' simulator?

## DETAILS

DISTRIBUTOR: THQ

DEVELOPER: SPIKE

PRICE: \$99.95

PLAYERS: 1

OUT: NOW

WEBSITE: WWW.SAMURAI2.JP

60HZ MODE: YES

WIDESCREEN: NO

SURROUND SOUND: NO

ONLINE: NO

## BACK STORY

Way of the Samurai 2 is, big surprise, the second title of the series. The first was characterised by an unconventional combat engine, a "pick a path" mode of gameplay and not-so-amazing graphics. Good to see the traditions being upheld.

**W**hen mysterious samurai Mifune arrives at the island of Amahara, in a time near the end of Japan's Edo period, he finds a town in political upheaval. There is much unrest between the Magistrate's office, the unruly Aota gang and the townspeople. And that's pretty much it.

You can choose, initially, from one of three characters (more are unlockable) – a young lad, a warrior, or a hardened master of the sword. This makes no difference to the gameplay – it's more a matter of customising your appearance. You can also collect weapons to add to your cache. The moves, however, aren't based on weapons, but on what you learn as you go along.

As Mifune, you can align yourself with one of the three factions, or you can just wander about killin'. Actually, you can do pretty much whatever you want, since Mifune is only in town for 10 days, over which the story occurs. The game has multiple endings and multiple plotlines so there is a lot to see.

Think about the setup for a minute – samurai with no past turns up in a town full of turmoil. Yup, you got it – there's fighting. Cool thing is, you upgrade your collection of moves by using the ones you already know. The more you fight, the better you get. There are over 400 moves to learn, and using them is actually quite complex. If you hit an opponent's block the wrong way, you can lose your balance, leaving yourself vulnerable. If you time a move badly, you can end up with a broken sword. Conversely, if you attack in just the right way, you can break their swords, leaving you free to hack away and leave a corpse in the street. Where it will stay.

Wandering the streets of Amahara, you'll find that the game is also about the everyday lives of the people – from the working class to lords. You'll run into working girls, con men, monks and tourists, and police, merchants, magistrates and gang members. You can choose to work for the people, the Magistrates or the Aota. In each instance, you will have to approach a contact for jobs, which can range from finding a missing person to carrying out a hit.

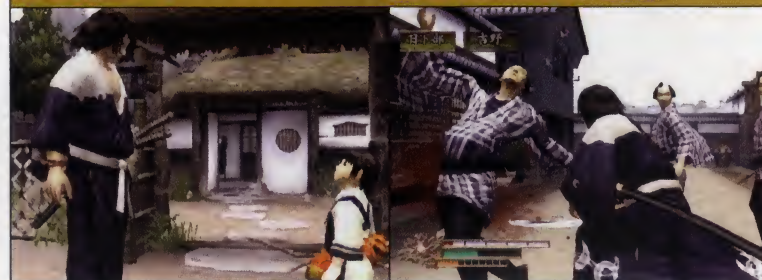
The environments are sparse, non-interactive, and the character models are little more than utilitarian. However, this is not necessarily the weakness it appears to be – they actually serve to reinforce the good points of the game – the multiple interweaving plotlines, the free roaming, open-ended gameplay, collectible (and upgradeable) weapons and advanced combat AI.

Warning! Be prepared for consequences. Steal, and you won't be able to set foot inside any shop for the entire 10 days. Corpses stay in the street, dojo training hurts your health meter, and if you kill the wrong person, you won't find work in this town again! **Michelle Starr**



## WRONG WAY, GO BACK

Multiple endings are not new but *Way of the Samurai 2* takes it a little further. Your choices actually form the path the game itself takes. Whether or not you choose to save a little girl puts you on either the good or the bad side of the gang running Amahara; if you steal from the shopkeeper, you'll never be able to go into a shop again (careful with this one – if you look at an item, you can't put it back – the options are either pay or steal); if you kill the wrong guy, you'll be faced with tougher missions which may just see you dead. Nifty.



## OFFICIAL VERDICT

Graphics	05	Don't match up with the advanced combat
Sound	07	Nice music, but the little kids just sound constipated
Gameplay	08	The fighting's fantastic. We like the multiple plots too
Lifespan	08	The replay possibilities are almost endless

The multiple endings are very interesting and the combat is unlike any we've seen. Is samurai. Is good.



## BETTER THAN

CROUCHING TIGER

## WORSE THAN

ONIMUSHA 3

## LAB TEST

### What they nailed this time

The combat system is pretty unique – we've never seen one like it

### What they need to fix

The blocky characters and sparse environments are a pretty piss-poor



It's very competitive.  
We wheely mean that



RIDING SPIRITS 2

PLAY-TEST



Your helmet has as much road contact as your wheels



RACING

# RIDING SPIRITS 2

Drinking some spirits might help dull the pain...

## DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: SPIKE  
PRICE: \$99.95  
PLAYERS: 1-2  
OUT: NOW  
WEBSITE: WWW.R-SPIRITS.NET  
60HZ MODE: NO  
WIDESCREEN: YES  
SURROUND SOUND: NO  
ONLINE: NO

## BACK STORY

Spike is a Japanese developer which has had little success outside of its home country. The last Riding Spirits wasn't particularly bad, but with other recent releases like Way of the Samurai 2 it's showing that the talent is definitely there.

**R**iding Spirits 2 was always going to have to offer something special if it was to draw attention away from Namco's popular Moto GP series. Theoretically, the developer had a good idea here – to create an ultra-realistic racer with plenty of bikes and upgrades to unlock, which would appeal to the hardcore simulation fans. Unfortunately, even that group would be hard pressed to find any lasting value or enjoyment here.

Even the very first impressions of the game aren't encouraging. You'll no doubt follow the same simple pattern as us to begin with: start a new race, accelerate, reach a corner, crash. Get back on the bike, reach a new corner and crash again. It's virtually impossible to avoid crashing when negotiating a corner, as the game simply refuses to allow a bike to touch the trackside dirt or grass without losing control, and likewise, the slightest collision with another racer will result in an overblown, messy spectacle.

This would be all well and good, if you could practise and learn the best ways to overcome the difficulties in cornering. Unfortunately the controls are tragically unresponsive, making any degree of precision impossible. Assuming that flaw can be overcome, the computer-controlled opponents hog the ideal racing line, and make it impossible to take a corner smoothly without colliding with one. Really, the only way to take a corner safely is brake to almost a complete stop while turning – which is useless if you intend on being remotely competitive.

Riding Spirits 2 does have a few neat features that might appeal to devoted motorbike racing fans. There's a massive 330 bikes to unlock, most of which are obtained by "paying" for them with cash earned by winning races. These bikes can then be modified and upgraded to improve performance, although this only seems to make them crash at faster speeds. Additionally, there's a decent range of different modes to wade through, the best being a one-on-one race against a single computer opponent. In this mode at least, collisions with the other rider will be minimal, allowing you to focus on sliding out of control on the turns instead.

The game's sound is, unfortunately, awful. A blandly terrible electronic track plays in the background of the

options screens and although it disappears during the races (unless you decide to turn it back, for some reason), it's merely replaced with even more annoying engine effects. They're supposedly super-accurate recreations of the real-life bikes' engines, but that counts for nothing if all you want to do is turn them off. Visually, the tracks look decent enough and the characters are quite nicely rendered, but the game itself runs at the pace of a typical glacier. If nothing else, a racing game should offer a sensation of speed, or it becomes very dull, very quickly. Riding Spirits 2 is dull enough without forcing players to put up with the snail-like pace, which only serves to bury it even further.

While a few brave individuals might be able to persevere with this game long enough to gain some reward from the sheer volume of bikes and upgrades, most of us will find unlocking any of the content a chore. In the end, Riding Spirits 2 is a game that defines frustration, and is best left alone. **Matthew Sainsbury**

## OFFICIAL VERDICT

Graphics	05	Decent but lacks any sensation of speed
Sound	02	Awful engine noise
Gameplay	03	Terrible. Unresponsive bike handling controls
Lifespan	04	Loads to unlock, but most won't care

It's far too frustrating to be any fun and there's no point when there are already superior racers available.

03



## BETTER THAN

A BIKE WITH ITS SEAT MISSING

## WORSE THAN

MOTO GP 3

## LAB TEST

### What they nailed this time

Lots of bikes to unlock and mess about with

### What they need to fix

The lack of speed and unenjoyable racing would be a good start



## CRASH AGAIN, AND AGAIN, AND AGAIN...

For anyone who ever wanted to feel the pain of a motorcycle crash, this is what you're after. It's funny to see your little guy slide along the tarmac once. But after the one thousandth time, it's easy to see why real riders try to avoid crashing – it hurts, and it's irritating. It's just a pity the developers didn't realise that motorbikes can usually turn without skidding out of control...





# dvdreviews

Recommended viewing for your PlayStation 2 cinema system



Is it just us, or is this reminiscent of *Kessen*?

## The Last Samurai

**Director:** Edward Zwick **Starring:** Tom Cruise, Ken Watanabe, William Atherton, Chad Lindburg, Billy Connolly **Distributor:** Warner Bros **Rating:** M15+ **Out:** Now **Price:** \$29.95



**FILM:** When faced with an acting challenge seemingly beyond his abilities, Tom Hanks has time and again dredged up that little something no one believed he had. He did it in *Forrest Gump*, he did it in *Castaway*, he did it again in *Road To Perdition*. The same cannot be said of Tom Cruise – including for his role in *The Last Samurai*.

He plays Nathan Algren, a decorated 19th Century American army captain who goes to Japan to train its soldiers in the art of modern warfare. There, he forms a tense, respectful friendship with samurai lord Kasumoto (Ken Watanabe), and learns to appreciate the Japanese

way, while reclaiming his honour.

It's compelling, but a long way from exceptional or revolutionary. The ending is big on sentiment but short on logic, and Cruise just isn't good enough. As entertainment, *The Last Samurai* keeps its promise with excellent fight scenes, authentic costumes and interesting characters. Trouble is, it's been propounded as some sort of masterpiece – and it certainly isn't that. **7/10**

**EXTRAS:** An okay director's commentary, video journal, a whole bunch of docos and featurettes, two deleted scenes, description of the bushido code. **9/10**

**VERDICT:** A solid DVD release that moves into the must-buy realm if the movie was your cup of tea. **KA**

### EXTRA! EXTRA!

#### Two of the best

There are only two deleted scenes and they were taken out with sane reason, but they are a must-see, especially if you enjoyed the foregoing movie. The first has a samurai walking through the civilised village, where two Japanese men in suits refuse to show deference. The tension is palpable, the ramifications quite shocking. The second scene is an exchange between Algren and Kasumoto. It's a winning example of the chemistry that the pair is able to generate when Cruise isn't overacting.



## Raw Deal

**Director:** John Irvin **Starring:** Arnold Schwarzenegger, Kathryn Harold, Darren McGavin, Sam Wanamaker **Distributor:** Universal **Rating:** MA15+ **Out:** Now **Price:** \$19.95



**FILM:** With his inextinguishable on-screen presence, even the worst two hours spent watching Arnold Schwarzenegger are sort of okay – and here they are.

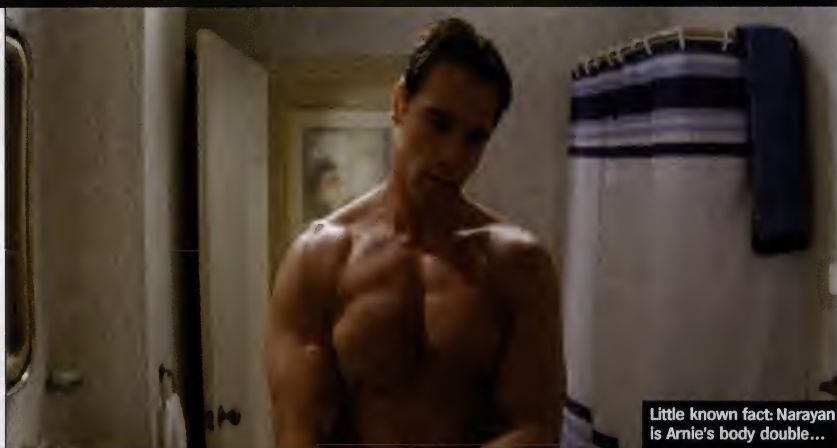
Reminiscent in tone of Chuck Norris' *Code of Silence*, *Raw Deal* sees The Austrian Oak as FBI agent Mark Kaminski, who is forced to resign after brutalising a vicious child molester. Stuck with a small town sheriff's job and a wife who misses New York, Kaminski is more than keen when his ex-boss calls him and asks him to infiltrate and bring down the mafia gang who killed his son.

A coherent plot appears to have been a secondary concern, even though four people worked on it.

The most glaring continuity flaw is when Kaminski uses a pair of bolt cutters to break into an abandoned oil refinery to "kill" himself by blowing up his car... then rides off on a bike which he has apparently stashed there earlier. Lots of mobsters with poor aim are mowed down, while Arnie doesn't even flinch when shot in the arm. This is *Commando* without the sense of style. **5/10**

**EXTRAS:** There aren't any. This movie was made in the days before directors held on to every last piece of tat in readiness for the DVD release. And Arnie's been too busy governing to talk about it. **1/10**

**VERDICT:** It's rubbish. But it's rubbish starring Arnold Schwarzenegger, which automatically makes it worth watching. **KA**



Little known fact: Narayan is Arnie's body double...

### I'LL BE CACK!

#### We love you, Arnold!

What makes *Raw Deal* fun, like all the old Schwarzenegger movies, is how utterly nonsensical and over-the-top it is. Things like Arnie knocking the windscreen of his car out before shooting a load of dudes in a quarry to a Rolling Stones soundtrack, or driving a truck through a casino, throwing a guy chest-first into a beam... and then checking his hair! Yeah, way to go Arnie!



Could this be one of the infamous Arnie gropes?!





# The Lord of the Rings: The Return of the King

**Director:** Peter Jackson **Starring:** Elijah Wood, Sean Astin, Ian McKellan, Viggo Mortensen, Orlando Bloom, Billy Boyd, Miranda Otto **Distributor:** Roadshow **Rating:** MA15+ **Out:** Now **Price:** \$39.95



**FILM:** Peter Jackson is a much better filmmaker than George Lucas is nowadays.

While Lucas' back-story of Anakin Skywalker was just as anticipated as Jackson's *Rings* trilogy, the *Star Wars* prequels have done nothing but disappoint. They have some great special effects, but that's it. The *Lord of the Rings* trilogy, on the other hand, is virtually perfect. Well written with a larger-than-life landscape, fantastic sets and characters, plus spot-on pacing – they're an immaculate trio of films. Not unlike Lucas' first three *Star*

*Wars* films, come to think of it.

You'll be hard pressed looking for a flaw here, and at three hours, you definitely get your money's worth. *Return of the King* is a masterful moment in cinema. Jackson has created a film that's sure to be liked – even loved – by people of just about any age. **10/10**

**EXTRAS:** Six featurettes, three documentaries, TV spots, and that's almost it. The Extended Edition will have loads more. **6/10**

**VERDICT:** The extras package is disappointing, so wait for the Extended Edition later in the year if you're a big extras nerd. **B CM**

## CAST OFF

**Did you know?**

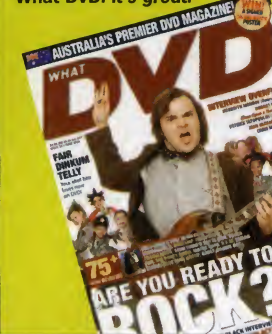
Orlando Bloom originally auditioned for the role of Faramir, the character David Wenham ended up playing. Luckily someone in the casting department thought he was a better fit for the strapping white-haired elf Legolas. Three metre tall Shaquille O'Neal tried out for the role of Frodo Baggins early on, but failed at the "You need to be this short to audition for Frodo" sign in the foyer. That's a lie, actually.



**DVD OF THE MONTH**

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Sick of taking baths, the Spy Kids went to extreme measures

# Spy Kids 3D: Game Over

**Director:** Robert Rodriguez **Starring:** Danyel Sabara, Antonio Banderas, Sylvester Stallone, Carla Gugino, Bill Paxton, Steve Buscemi **Distributor:** Buena Vista **Rating:** PG **Out:** Now **Price:** \$34.95



**FILM:** In *Spy Kids 3D: Game Over*, an evil villain known as The Toymaker (Stallone) traps one half of the "Spy Kid" twosome, Carmen (Vega, she's grown up too much apparently so they wrote her out of most of the story) in a virtual reality videogame. It's then up to the other half, young Juni (Sabara) to enter the game and bring her back. Before anyone else says it... who's a fan of *Tron*, then?

It feels a bit like reviewing a game and not a film here. Instead of performances we're reviewing graphics; instead of pacing we're talking about how enjoyable each

level is and instead of commending or blasting a writer for his/her script we're simply holding up scorecards for each 3D effect. In essence, there's not much here that resembles a movie at all – and creator Robert Rodriguez isn't shy to admit that either, tagging the film "A Robert Rodriguez Digital File" in contrast to "Film". As a movie it's rather crud, but as a home release, *Spy Kids 3D* is further proof that Rodriguez still knows how to make a mighty fine DVD. **5/10**

**EXTRAS:** An excellent Rodriguez commentary, FX featurettes, another Rodriguez 'Ten Minute Film School', and a little playable game. **8/10**

**VERDICT:** For young 'uns only. **B CM**

## EXTRA! EXTRA!

**Spy Kids 3D – in 3D!**

Even when his films stink, Rodriguez still knows how to dish out a stellar DVD and *Spy Kids 3D: Game Over* is no exception. He's filled it with an assortment of wondrous goodies, notably the option to watch it in 3D (a few pairs of glasses come with the disc) or in plain old 2D (why would you?). The 3D effect doesn't work as well on a TV as it did in the cinema, unfortunately, but it's still fun to watch with the funny glasses on. And of course, it's funny for people watching you, watching it.





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# RE-BOOT

From spies to err... spies. Rainbow Six 3 and 007 solved!



There's an online war raging right now and it wants you! After last issue's walkthrough for Sony's *SOCOM II* we thought we better get on the case and organise another expert briefing for you second tour of duty – Tom Clancy's *Rainbow Six 3*. We've got five pages of war-torn strategies to get you through every one of the hellish missions. We've also got a second playguide for EA's *007: Everything or Nothing*. From a lowly grunt to the world's super spy, we've got you covered!

*James Ellis*

JAMES ELLIS  
Tips Editor

## IN RE-BOOT THIS MONTH...

80	RAINBOW SIX 3	TACTICS
86	007: EVERYTHING OR NOTHING	TACTICS
92	FIGHT NIGHT 2004	TIPS
92	TRANSFORMERS	TIPS
92	HITMAN: CONTRACTS	TIPS
92	BAD BOYS II	TIPS

## GIVING YOUR WAR STORIES A HAPPY ENDING

# RAINBOW SIX 3

Our guide will get you home in one piece

## GENERAL TIPS

### ■ BARKING MAD

Don't be afraid to bark orders at your team. They carry just as many grenades as you do, so ordering them to "flash and clear" a room or "breach and clear" it not only conserves your ammo but makes the game easier too. Your teammates have quite sophisticated AI but if you leave them to do their own thing you won't be getting the maximum use out of them.

### ■ PEEKING TOM

Running around a blind corner is the worst thing you can do in this game. You have limited life and cannot heal your wounds, so getting caught off guard can end your game. Always use the 'Lean' feature to peek around corners before charging in.

### ■ FLASH THEM

Next to your gun, flash grenades are the most useful item

in your armoury. When you have a room full of tangers around the corner, nothing works better than tossing in a flash grenade, then running in and shooting them between the eyes before their vision returns.

### ■ TWO GUNS ARE BETTER THAN ONE

The game gives you two weapon slots so it's a good idea to use them. We recommend a strong machinegun with a moderate scope and a large clip as your primary weapon. A good backup for this is a grenade launcher loaded with high explosive rounds. If you absolutely have to run blind into a room, you'll be a lot safer with one of these.

### ■ LET THEM COME TO YOU

If you see an enemy or two around the corner, try and lure them out rather than charging in. Firing a couple of blind shots at them is often all it takes to coerce them into following you. Give them a bullet for their trouble.

## MISSION 1: ALPINE VILLAGE

You'll start off in the middle of a rather picturesque, snow-covered town. It looks quiet, maybe "too quiet"? Move forward slowly until you reach an area where a road slopes off to the right. Look up at the building ahead of you. Using your sniper scope, aim at the third level on the right-hand side. There is a tango in the open window there. Cut him down and walk down the road. As you move forward, another tango will either shoot at you from cover or start running away from you. Try to get him before he reaches cover.

Keep moving until you reach another open area. There will probably be a tango blasting at you from cover and another one peppering you from behind a fence. You might want to send the boys after the one behind cover and take the fence sitter yourself. Keep going to the door. Open it and enter. Inside you'll see a door and a ladder. Send the boys in

through the door and take the ladder. Follow the map around and take out a couple of tangers. Meet up with your team and clear downstairs. Head down some more stairs and exit the building. Three or four tangers will be on the snowy street. Stay sharp and take them out as quickly as possible. Once done, head for the church doors. The mid-level checkpoint will be activated here.

Head into the church and take out the tangers inside. Be careful about shooting wildly, however, as there is a hostage behind the altar. Rescue the hostage, take care of the tango that comes out of the back door and keep on going. You'll come to a long hallway. Be careful of the tango shooting at you through the windows from outside. Take him out and kill the other tangers that shoot at you from the end of the hall. Walk forward and go into

Don't walk into the village, FIGHT into it!

NEW OBJECTIVE  
YOUR WAY INTO THE VILLAGE





This is what happens if you don't pay your cable TV bill



Learn a trick from these guys and keep all angles covered



the right-hand side door. There is a feisty tango inside. Cap him, then move to the left-hand side of the room and descend into the cellar.

Once in the cellar, follow the map around. You'll face one tango that'll take some cover. Kill him and go deeper into a narrow hallway where all manner of hostiles will try to shoot you. Use your grenade launcher to even the odds or send the boys ahead. Be careful of hidden enemies. Rescue the second and final hostage.

## MISSION 2: MOUNTAIN HIGHWAY

Mosey on forward after the helicopter leaves. See the van ahead of you? Well, what you want to do is kneel down and snipe the tango's feet from underneath him. Make sure he's dead and keep on going to the mouth of the tunnel. Snipe the tangos in the far left-hand corner of the tunnel. Do it quickly, though.

Get the boys to move forward and disarm the bleeping bomb near the fuel truck. As they do this, train your weapon on the door to your immediate left. Tangos will be popping through it. When they do, show them what it's like to have lead lodged in their skull. Regroup and take your boys through the door.

Follow the tunnels around to a room with two or three cunning tangos. They'll try to hide and snipe you from cover. Either duck around the door or use the boys but clear the room and go through the door on the other side. Go through the door, killing any tangos. Head upstairs (there'll probably be another enemy or two here).

Go right, through the door, then get your boys to open, frag and clear the two areas into the hallway. Once the tangos in the hall are dead, send your boys to open and clear the far door. Take the closest door yourself and regroup with the team in the security monitor room after all resistance has been killed.

Keep following the map around until the continue point is activated. Walk carefully down the hallway. There will be some tangos right and below so take 'em out. Go down the stairs and through the door, being careful of the lurking foe nearby. Enter the large room (you might want to send the boys in first) and take out the tango.

Enter the next hallway and follow it around until you come to two doors. Order the boys to open, flash and clear on Zulu. Get ready at the other door and order Zulu.

Inside there'll be tangos aplenty on the ground, above on the catwalks and on the truck. Take it slow to get a sense of where the fire's coming from. Secure the hostage

and keep on going.

Once the baddies are wiped out, go into the room with the truck, go through the door and on through a double door. As you enter the next room, be aware that there are many tangos in the large room to your right. Use your boys and some well-aimed incendiary grenade rounds to fix their little red wagons. Clear the doorway at the end of the large room. Follow the corridors around until you reach a large tunnel that has plenty of sniping tangos. Take them out as quickly and painlessly as possible and secure the hostage at the end.

## MISSION 3: OIL REFINERY

Clear the courtyard of tangos. Be careful though, one of them will have a rocket launcher. Go down the stairs and through the door. Follow the map around using the boys to protect you. Have a face-off with the tangos that hide behind the adjacent machine and take out the cunning one that snipes at you from cover.

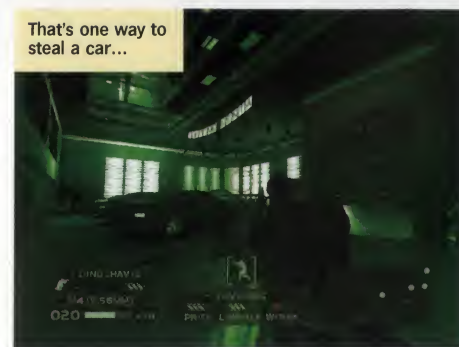
Go through the door and up the stairs. Clear the next

## MURDER IN THE DARK

### Don't forget the night-vision goggles

If you find yourself squinting while playing the game it's probably because the light level is far too low for regular vision. Don't bother messing about with the brightness level on your TV, just whack on the night-vision goggles and play some murder in the dark!

That's one way to steal a car...





Watch out. Every window is a possible sniper point!



room and you'll soon hear the sound of the bomb. Ignore it for the moment and clear the surrounding area of tangos. Once this is done, order the boys to disarm the bomb and keep your weapon on the unopened door. A tango will appear. Blast him, and enter the next room.

Kill the enemies on your level, then move near the closest pillar. Snipe the tango (or tangos) below using the scope. Move down and go through the door.

Move through the next door, killing two more tangos as you go. Follow the hall around and get ready before you enter the next door. Multiple foes on the ground and in the windows will be protecting the bomb. If your men are healthy you can use them to help, however, it's best if you take point. Burst in and kill everyone. Disarm the bomb and head to the closed door. In a moment it will open and a tango will attack. Ventilate him and keep moving.

Go up the stairs and follow the corridors around. There will be quite a few tangos, so stick close to walls and peek out around corners before progressing. Continue in this fashion until you reach a door marked "EXIT". In this room there will be tangos on the catwalks and below you. There will also be a fair few explosive barrels. Either take it easy and snipe as many as you can from the door or burst in, guns blazing. Head down and follow the hall around. A checkpoint will be activated.

Many enemies will converge on you outside the next door. One is in an upper window and some of them have

Never rush in alone. Always wait for your team to back you up



rocket launchers. The trick here is to use your team to keep them busy while you snipe the rest. This may take a couple of attempts, as they're pretty tricky. Find and secure the hostage and you're done.

## MISSION 4: ISLAND ESTATE

To describe this level in detail would be essentially pointless, as it's a pretty on-rails experience. It's just you and Weber, and if you remember the following points you should be fine:

- Don't let Weber die, no matter what. You'll need him at the end of the level. Trust us on this.
- Don't let the female hostage you rescue in the bathroom die or it's mission over.
- Use the Infrared goggles on doors you think someone might be behind.

At the end of the level, when you face a whole bunch of enemies, run back into the hallway you just came from if you're about to die and snipe from there. Weber should take quite a few tangos out, and if he doesn't, the helicopter should mop up the rest. Enjoy the level, it's a good one!

## MISSION 5: SHIPYARD

The thing to remember with this level is to KEEP YOUR MEN ALIVE, even at the expense of some of your health. You're gonna need 'em!

As soon as you start, look up and snipe the sniper near the crane. This guy can take you or one of your men out with one shot, so don't let him. Follow the crates around taking tangos out and head into the garage-type area. There's a tango in here so be careful.

Go through the office, into the alley (there'll be a tango). A checkpoint will be activated here.

Head upstairs and once you're through the darkened office turn left and blast the tangos. Now send your men to one door and yourself to the other. Zulu command them to frag the adjacent room before doing the same. Kill everything in the next few rooms and regroup. Enter the closed door.

You can hear the sound of the bomb from downstairs but forget about it for the moment. Go to the closed door and open it slowly. On the catwalk ahead are many tangos, so snipe 'em. There'll be quite a few. Now move



forward and snipe the enemies directly ahead of you. Turn left and snipe more tangos on the ground. These guys are pretty good shots, so you might wanna call in the backup boys for assistance. You can shoot the single barrels to help but don't blast the large cluster of barrels; that's where the bomb is.

Once it's all clear, go downstairs and disarm the bomb. Make sure everyone's fighting fit (otherwise you might want to retry from the checkpoint) and keep going down to activate the mid-level continue point. Head into the machine room and blast the single tango in the room on the left. Now, head into the room on the right, kill the tangos and get your men to disarm the bomb. Seconds after they start, you'll be ambushed from the trapdoors above. Be ready and blast the sneaky tangos. Once done,

## CHEEKY TANGOS

### "Punish him for me, Erol"

On one hand it's impressive to see such sophisticated enemy intelligence in *Rainbow Six 3*, and on the other it's downright frustrating. Many enemies will hide behind cover like this and refuse to budge. Their accuracy is poor when they stay behind cover but you'll still take a fair bit of damage if you try and rush them. Just pull the pin on one of your grenades and give them an explosive funeral. Pesky AI.

Why is he grabbing his crotch?





## BARRELS OF FUN

### They're just like remote mines

Having a bit of trouble with a dug-in tango who refuses to budge, and you've got no grenades left to toss his way? No problemo, just shoot that big red barrel next to him and laugh as he runs around burning a squealing like a sissy.

Hope you brought some marshmallows



head into the long hallway. Tangos will attack from both ends. Now head down the stairs, kill the tango and you'll activate another checkpoint.

The next bit is the reason why it's so important to have your whole team still breathing. A time limit will start and you'll have to fight through two rooms that are absolutely chockas with tangos. Send the boys ahead to kill everyone and stay at the back to mop up. Follow the map to the bomb and you'll hopefully reach it before your fiery demise. With all your team intact this bit can be quite tricky, but alone it's almost impossible. Don't say we didn't warn you!

### MISSION 6: CRESPO FOUNDATION

You might want to make sure you have the AK-47 equipped for this level. It's not breathtakingly accurate, but it's very powerful, and that helps. Like the previous level, the main thing to remember here is to KEEP YOUR TEAM ALIVE. Unless you have at least two men at the end, it's unlikely you're going to survive.

Basically the premise here is you keep on going, following the map, until you reach a large burnt-out office. Use smoke grenades and then infrared vision to take out the tangos. You'll come upon a hostage to rescue. Rescue the hostage and you'll have activated the mid-level continue point.

Keep going until you reach the large room with the hostage inside. Breach and clear the room, then send your men to secure the hostage. When you do, more tangos from the upper windows will be activated and will attack, so be ready for that.

Go upstairs and follow the hallway around. When you reach the very end room, frag and clear everyone inside. Simple enough, but if your team is dead there's a good chance you will be too.

"Jenkins... put your glowsticks away, man"



### MISSION 7: OLD CITY

Head down the hill and wipe out any tango resistance you meet. Once inside the first building, throw a bunch of gas grenades into the room on your immediate left. Use the adjacent cover and heat vision goggles to wipe out the numerous tangos that await you.

The rest of the first part of this level entails you running down to the street below, wiping out a bunch of enemies hiding behind cover and on rooftops.

When you go through the building and step outside, again be careful of the window near the stairs. A tango will lob grenades at you from there. Kill him and his friends, go up the stairs and follow the map around to activate the mid-level continue point.

Walk forward and beware of the tangos ahead (one will snipe at you from the a window you can see). To your right is a huge courtyard with tangos coming from everywhere. Duck behind cover, then back out and clear the courtyard. Sneak along and follow the map until you enter a door. Kill the tango to your left and go right. Doing this will activate another checkpoint.

The next room will have two tangos behind barricades. Shoot them quickly (when they're reloading) and head through the next door. Open it slowly, kill the two enemies on the ground and one who is either above or at the back of the area (it changes randomly).

Follow the map around into what appears to be a jail. Many nasties in here, so take it slowly. Be careful when you reach the large stairs. The ceiling will fall away and a sniper will appear. Kill him and head up the stairs. Go through the store room and move further along (staying on your toes, enemies could be anywhere).

Hopefully Price is still alive, so when you reach the final room you can have him flash and bang one door while you repeat the process on the other. There will be two or three tangos inside but be careful you don't harm the hostage (don't use grenades here, just well-aimed bullets). Secure the hostage and this rather daunting level will be done!

### MISSION 8: TRIESTE

This is a PS2-exclusive level – in your face, Xbox!

Carefully make your way through the streets. Be wary of ambushes (they seem to occur a lot on this level) and always watch the windows. Snipers are very common here. Make your way right, down the stairs and then shoot some snipers on both street sides using the lip of the alley as cover. Head into a darkened courtyard area and snipe as many as you can from the street. Continue on (but keep checking behind you as roofs and windows are rife with tangos). Head in and clear the library. Enter the door closest to snag the checkpoint.

Follow the map around onto the balcony. You'll see the rest of your team down below and in

"I said this was a no smoking restaurant! Now put that out!"



High explosive grenades are even better though





Shoot any tramps you find warming themselves by fires



trouble. Move to them as fast as you can. Don't be foolish about it though, because if ANY of your team dies that's it! Scoot around your team and rain leaden death upon the tangeros who would do them harm. Once all the enemies are dead, regroup and that's it for this sweet, but hard, bonus level.

## MISSION 9: ALCATRAZ

You'll be back with your whole team again. Head down the stairs and when you come to the sewer, run across to the opposite doorway. Take out the tunnel tangeros from behind. Follow the stairs up and collect the checkpoint.

Now you'll find yourself in a shower area in a scene taken directly from the movie *The Rock*. Snipe the Tangeros above you while running to the farthest end. When tangeros stop coming at you from above, focus on the nearby doorway. More enemies will come through. Blast them and go through the doorway that they came from. Follow the cells around and up until you find yourself walking around the shower area on the next level.

Be careful of the tangeros opposite your position and to your left. Make your way around until you reach a door where the halfway mark continue point will be activated.

Keep going until you reach the double doors. Frag, enter and fight off the tangeros – some of whom have RPGs. Stick to the left, under the catwalk, and you should be okay. When things die down, secure the hostage.

Head up the stairs and follow the map around (killing the odd thug here and there) until you reach two doors. Put your men on the large doors and head through the smaller door yourself.

Follow the map around until you reach a window through which you can see multiple tangeros and a hostage. Get your men to flash and clear the room and then enter shortly afterwards. Wipe out the tangeros but make sure you don't kill the hostage. After all is safe, secure the hostage to complete the mission.

## MISSION 10: IMPORT/EXPORT

The first part of this level is simple, yet tricky. Enter the door to your immediate right and instantly find yourself in a firefight with multiple targets. Kill the visible enemies and take the left fork. Work your way around the building killing tangeros until you find the armoury.

Head outside and upstairs. Stop when you hear gunfire and kill the snipers shooting at you from the nearby roofs. Open the door at the top of the stairs and kill the canny tangeros using tables and whatnot as cover. A few well-placed grenades should disrupt their party. Keep going to trigger the mid-level continue point.

This next part is the tricky bit. Follow the map around through rooms bristling with tangeros. Try to keep at least one or two of your team alive. Follow the map down and into a room with evidence to trigger a checkpoint.

Outside things are really tough. Send the boys ahead while you cover the roofs at the back, waiting for the snipers. Quickly run to the left-hand side of the yard where a large garage door will open. Multiple tangeros shoot at you from the tops of large structures. Wipe 'em out, then kill their friends on the ground. Keep walking forward and the level will be complete.

## MISSION 11: PENTHOUSE

No guns for the start of this mission, kids. Stay in crouch mode and go through the doors. When you reach a fork, go right. When you reach the television room, slow down and walk behind the guard. Sneak past the guard in the kitchen and go upstairs. Turn left and bug the phone. Now go through the art gallery-looking area and sneak up some stairs to trigger the first checkpoint.

Quickly scamper into the bedroom, close the door and slowly walk past the guard. Look at the map to find out where the PC is, then place a bug on it. Now you'll be able to use your weapons. Kill everyone on the top floor, then go back downstairs and continue your rampage of mortal destruction. Next you should go back to where the accountant is. Take him back to where you started. Then go up the staircase you haven't been up before. Some tangeros will try to stop you along the way but just blast 'em quickly and you'll make it to the helicopter rendezvous on the roof in no time.

## MISSION 12: MEAT PACKING PLANT

By now you should be used to this basic kind of mission. You simply have to try and keep your team together while going through a variety of areas killing tangeros. Two hostages need to be rescued and some chemical barrels need to be found. This level is quite tough, as the enemies appear to be getting smarter, however, there's no secret way of completing it. Good, solid soldiering is required here and nothing more.

## MISSION 13: GARAGE

This level features just you and Lolselle, and is basically the same as the previous mission. You will go through a car showroom, then down into an underground area, killing all enemies in your path. However, something a bit tricky does occur right at the end.

Once you've located Vargas he'll start running away from you. Don't kill him. Kill the enemies around him and try to keep up with him. Eventually he'll run outside and will get in a car. Before he drives off, snipe the driver in the head. This can be very tricky and quite irritating but it's the only way to stop Vargas so keep a clear head and make sure you've got a good shot before you fire.

## MISSION 14: PARADE

This penultimate level is actually a surprisingly simple one, at least in the first half. You explore what looks like a particularly crappy crack house, taking out tangeros. Eventually, you'll wipe them all out and reach the mid-level continue point.

Use your boys to cover you as your disarm the bomb on the death float. That should be it, right? Wrong. There seems to be a remote device and for some strange reason they want you to go it alone.

Hopefully you're doing okay for health (your team can be cannon fodder for this level).

Head into the darkened hall (use night vision) and wipe out the tangeros. Head upstairs and up yet more stairs until you reach the room with the device in it (use your map and be quick, but sane). Watch the skylight for snipers and disarm the device before the time runs out. This may take a few attempts but just try to keep the location of enemies in your head and you should make it through okay. Now it's time for the final level!

## MISSION 15: AIRPORT

As you might have expected, this level is big and tough. It starts out as a stealth mission, so stay low and quiet. Go through the door directly in front of you and go up the stairs. Listen for the guard and make your way through the door. Go to the door that leads outside and walk over to the ladder. Look below you and wait for the guard to be out of earshot, then drop down. Move over to the back of the van and disarm the bomb.

Your weapons are now free. Pay the tangeros back for all that "quiet time!" Go up the stairs, kill the tango and activate the checkpoint.

## NO "I" IN TEAM

### It's all about the teamwork


Although you're technically playing a single-player game, that's the wrong way to think about *Rainbow Six 3*. This game needs to be played like a co-operative adventure. Fail to cover your teammates backs and you won't last much longer than them.

Resist the urge to pull the trigger



Now you'll face a doorway that leads outside to a very, very tricky combat section. What you want to do is peek out, explode the barrel, jump back inside, wait for the tango to enter, kill him, avoid the RPG missiles, run all the way to the left behind the boxes and move forward, sniping the tangeros from a distance. There will be a lot.

Eventually you'll reach the entrance to the hangar and activate the sacred mid-level continue point. This next section will require you to use everything you have learned. First, you'll have to fight your way through a large hangar full of enemies, then head up some stairs and clear a room with many tangeros in it.

Once you're outside, you'll have to take out a lot more tangeros hiding behind boxes. Wipe 'em out as quickly as you can. Go forward and you'll see the plane take off. Turn around and kill the snipers that are about to cap you. Head back toward where the plane was and that's it. You've saved the world. Nice work, son... 



It helps if you point the crosshair at the enemies







**ABSOLUTELY THE BEST MUSIC MAG MONEY CAN BUY.**  
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Those SWAT boys never like to use doors



Bond doesn't kill his enemies, he talks them into doing it



CAST YOUR GOLDENEYE OVER THESE TOP TIPS!

# 007: EVERYTHING OR NOTHING

Our guide will have you sipping Martinis in no time!

## GENERAL TIPS

**A good agent always does his training**

### ■ STAY ON TARGET

Remember, before you can lock your target on an enemy you must face them.

### ■ COLOUR BLINDNESS IS BAD

When you've locked onto an enemy, don't shoot unless the lock-on target is coloured. When it's grey, it means the enemy is in a spot where you can't hit them, so don't waste your precious ammo.

### ■ SLEEPING WITH THE ENEMY

Search around enemy carcasses for ammo.

### ■ ALWAYS LEAVE IT LOADED

Reload frequently when not in combat.

## GROUND ZERO

Pick up the nuclear suitcase in-between the crates. Go left, head for the entrance to the building, then up the stairs. Collect the rocket launcher, aim out the window and shoot the hover jet, then turn your fire on the tanks. Run back to where the mission started and exit the section through the hole in the wall.

## TRAINING MISSION

This is a straightforward tutorial covering the game's main controls. Follow the prompts on the screen and you'll be onto the main missions before you know it.

## A LONG WAY DOWN

Rappel down the wall. Walk down the stairs and place the bomb in the air vent to your right. Rappel down the battered wall. Towards the bottom, some flames will block your path. Go through the opening behind you, then go right. When you're outside, go straight ahead, then right and press the button to get rid of the flames. Go back to where the flames used to be and rappel down the wall.

## TRAIN CHASE

Get in the car, drive through both sets of flames and shoot both doors with missiles. Follow the road and shoot the vehicles when you're locked onto them. Turn right when the road ends and jump over the ramp. You'll then see the

train. Dodge the explosions from the cars and train. Soon you'll be on the train track. Blast missiles at the turret on the back of the train. Drive right behind the train and you'll eventually slide under it.

## AN OLD FRIEND

Destroy the six missile computers in the first room. Keep going forward. After you go through the room with the crates, turn right into the following room and shoot the missile computer. Head to the rear left of the room and you'll find the last missile computer. Shoot it. Now you'll have a fight with Jaws. Wait for him to pick up the pillars, then dodge when he throws them. Now, punch or kick him toward the electricity field. Hide behind the electricity panels. He should then charge at you and get electrocuted. Jaws never could handle his 'buzz'.

## SANDSTORM

In this level you'll need to avoid falling pillars and bridges, and navigate through tight crevices. Soon you'll catch up to the helicopter and chase it through a ruin and over the ocean. Here, the shield on the platform will protect him. Destroy the first, second and third support towers, then the platform itself and the helicopter.

## SERENA SAINT GERMANE

Follow the road. Turn left down a dirt track where a fold-out bridge drops down. Drive over it, get out of the car and open the door to the house. Get back in the car, turn left, then right, all the way around, and follow the road into town. Turn left, and left again at the park, then drive up the hill with the S-bends. Turn on your invisibility, but remember it only lasts for a short time. Turn right at the park and then right after the pale blue building. Drive through the walkway to meet Serena.

Drive back the way you came after driving down the hill of the S-bends, turn left, then right. Drive straight ahead through the roundabout and you'll end up on a winding road with terrace houses next to the sea. An enemy tanker will blast a pillar, blowing a hole in the wall to the left. Drive through this and you'll land safely on a rock platform. Gain speed and jump over the gap to the next platform. You'll soon be back on the road. Just before the end of the road, there'll be a roadblock on the left-hand side. Drive through it.

## VERTIGO

Go right from the elevator. Follow the train tracks to the end and rappel up the wall. Repeat this on the next level.

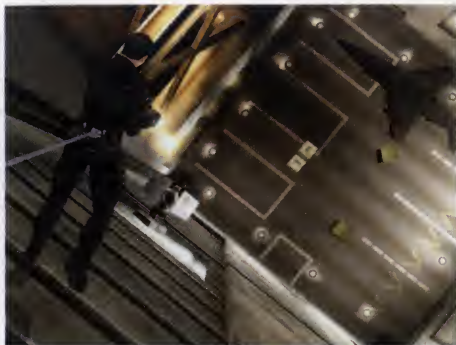




## ENOUGH ROPE

### Keep your gun handy when rappelling

Bond will often need to rappel down lengthy sections of wall. Don't get too distracted by the heights though, because enemy henchmen (possible Doctor Evil's) will often rappel down after you and attack. Be quick on the trigger or you'll be one dead agent.



Rappel up the wall to the right. Follow the train tracks and push the cart. Turn left when these end and follow the train track. Rappel down the wall, put on your thermo-vision and get the rocket launcher.

Head back the way you came, turn right and rappel up the wooden wall. Take out the satellite with the rocket launcher. Follow the train tracks, rappel up the wall, then repeat. Three henchmen will be waiting. Kill them, collect the uplink and head back. Just before the train tracks end, go into a room on the left. Sneakily place the uplink inside the computer and head back down the way you came. After rappelling down a couple of walls, activate the lift to your left to escape.

### THE RUINED TOWER

Get out of the warehouse and go up the ramp. Turn left, then right and go up the stairs. Go right, run past the wall and shoot the annoying rocket-launching enemy. Go back down the stairs, turn left and follow the train tracks. Turn right and rappel up the wooden wall. Go down the stairs and to your right will be a crate machine.

Press the button to activate it. A crate will fall through the wooden floor. Jump down and press the button on your left to activate the minecart. Follow the cart as it moves along the tracks. At the end, dynamite from the crate will be scattered below a deteriorating wall. Shoot the dynamite to disintegrate the wall, which will reveal a secret passageway.

### DEATH OF AN AGENT

Follow the tunnel down and find agent 003. Go through the exit, which will take you to a mine area. Look for a hole on the wall at the far-right-hand side and jump down. Using your thermo-vision, look for a series of glowing statues, or "blobs". When you find these, some stairs will appear to the side. Go up the stairs and press the button on your right. This will open a door leading to a nasty bunch of enemies. Take care of them and then go out through the exit.

A rather unusual level now occurs where you'll jump down a cliff, trying to rescue Serena. Dodge any obstacles, then press Up on the analogue stick to catch her.

### A SHOW OF FORCE

Use the cannons throughout this entire mission to blast away at all of the helicopters, jeeps and soldiers. The last section will take you to a petrol station with numerous helicopters and jeeps. Shoot the petrol tanks to blow everything to smithereens.

### MARDI GRAS MAYHEM

Follow the road you started on to Mya Sterling's house.

She isn't there. Darn it! Don't just stand around thinking about it though, hightail it back the way you came. When the road ends, you'll see a building named Watergate Station. Turn left here. Drive to the diner, get out of the car and get into the brown truck. Turn around and follow the road to the warehouse. Open the back of the truck to get the planting device and place it on the truck next to you. Reverse, turn right and exit the warehouse. Gain some speed, catch up to the limousine, get in through its side, then ram it into a wall/fence. There's a good chap. Look at the map by pressing . Drive to the Kiss Kiss Club before the time runs out.

### KISS KISS CLUB

Turn around. To your left is an open window. Rappel up the wall. Go out of the room and when you reach the stairs, don't go down. Go left into the computer room, then press a button to unlock the door. Go down the stairs and through the previously locked door to find Mya. Duck under the table and shoot the henchmen. Take the lift up at the far right of the room. Turn right, go through the double doors and get the key card. Go back down the lift and behind the stage. Open the door. Turn right and a secret door will open. Follow this and go up the stairs, then open the door to proceed to the next mission.

### DEATH'S DOOR

Go up the path to the fountain and move left. Go past the house on your left. Don't stop, otherwise you'll be hit by sniper fire. Turn right, and right again. In front of you will be another house with a tower. After you've shot the enemy in the tower, rappel up to get the skeleton key. Rappel down, go back to the other house and use the skeleton key. Use the thermo-vision and head up the stairs. Go to the left-hand side of the balcony. Use the dragunov gun to shoot the switch next to the gate. Go to the gate and open the door.

Now, get ready for a boss battle. First, press the button on the control panel to save Mya. He'll hide behind a wall - shoot him when he peers out before taking cover from his return fire. Eventually, he'll come out to access the control panel. Press the button again when he does.

### BATTLE IN THE BIG EASY

The main priority for the first part of this mission is not to slow down. Go straight ahead and turn right. Turn left and follow the road, going as fast as possible. When the timer



stops, turn around, then turn left before the park with the fountain. Go ahead a few blocks and enter Bond's lair.

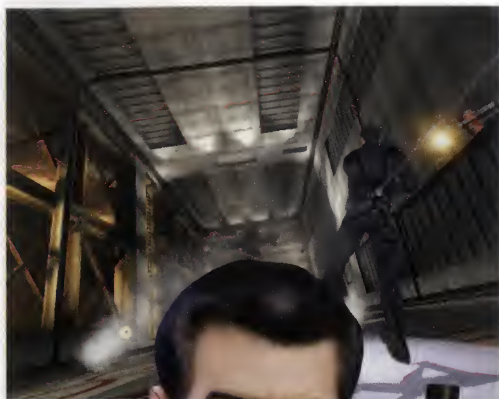
### FADED SPLENDOR

Rappel up the wall on the right. Keep going until you reach the stairs. Go all the way down and move forward until you see a hall. Turn left, then right, then go down the stairs to ground level. Go left. In the adjacent room you'll find a switch. Turn right, run past the stairs, and to your right will be another room with a switch. Go up the stairs you came down earlier, then run along the hallway. Take the next right. Go down the first section of stairs and rappel up the wall. You should be in the attic. Move to the back of the attic and rappel down.

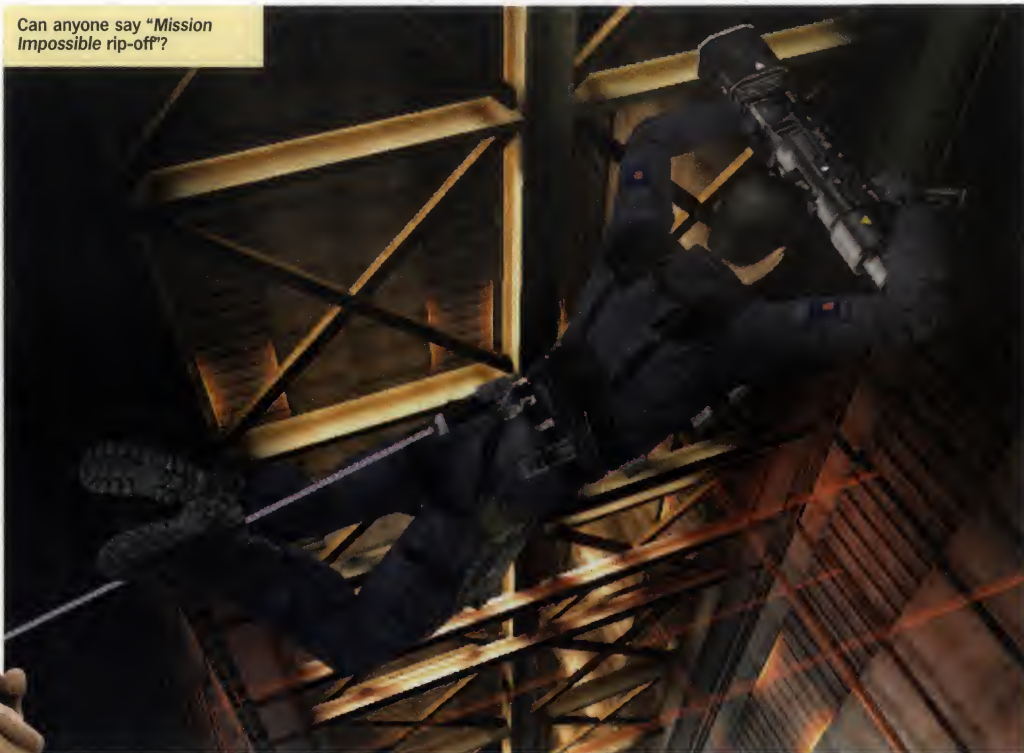
Don't forget about the motorcycle's exhaust pipe rocket launchers







Can anyone say "Mission Impossible rip-off"?



## THE MACHINERY OF THE END

Move through the middle of the two transformers, then go left through the sliding doors. Press the button to destroy the machine and walk down the stairs before going right, then left. Go straight ahead and turn right before the end. Go through the tunnel and up the stairs. This will put you back where you started the mission. Go in between the two transformers again, but this time turn right. Move down the stairs and destroy the machine. Go back up the stairs, through the two transformers and turn left before the set of sliding doors. Wait for the electricity to stop then destroy the machine. Go back up the stairs. Head right and make a right turn just before the end. Shoot the electricity box by aiming through the gap in the doors. Destroy the machine and shoot the two transformers.

## THE PONTCHARTRAIN BRIDGE

Go left across the bridge and blow up the gate with your missiles. When at the toll booth, go to the right-hand side of the road where there are no cars and run through the barrier. Use the flamethrower to kill the enemy motorbikes. When you reach Jaws' tanker, race past it on the left-hand side and toast it with the flamethrower. Repeat this on the right to blow up the tanker.

## A SIMPLE EXCHANGE

Don't kill anyone on this mission or it's an automatic mission fail. Instead, use the hand-to-hand combination (Ⓐ and Ⓑ buttons) to beat the enemies. As soon as you start the mission, crouch, walk and nail the enemy walking to the desk. Don't let him push the alarm switch or it's mission failed. Go to the left of the desk in the lobby and through to the next room. At the end of the room outside is a switch. Press it to deactivate the lasers upstairs. Go back to the lobby and head up the stairs. Go forward, then left, before moving right to the end. Enter the door on the right. Inside this room is another door. Move through, then walk past the mini-balcony and into the racing driver's room. To finish the mission, go up to the door at the right where a racing car driver costume is hanging.

## RED LINE

This rally car race isn't hard. Focus not on braking, but merely going easy on the accelerator on tight corners. Watch out for fuel drums positioned near corners.

## AMBUSHED

Punch out of the headlock, then use combinations on both henchmen. You won't have access to many weapons, so rely on your combos to take enemies out. Pick up a weapon, though, as you'll need it for later. Head for the racing driver's room from the previous mission, but stop on the small balcony prior to it. Shoot the switch to open the shutters. Head back downstairs to the lobby and into the room on the left. Go straight ahead to the room where the shutters were. To your left is a wine cabinet. Activate it to reveal a secret door, and go through.

## THE HARD ROAD

Drive the rally car back to the hotel – you should be familiar with the route from the previous car missions.

Drive up the stairs on the right and jump onto the terrace balcony. Land back on the street. Head in the same direction you went in for the second part of the Serena Saint Germaine mission. This time, though, you'll be stopped at the end of the descending road through the

## COVER IT UP

### Don't expose yourself

Bond is pretty fast on the trigger but he often faces multiple enemies, so trying to out-shoot them all at once isn't smart. By ducking behind any nearby walls Bond will have a safe spot to reload and catch a breath before popping out and shooting each enemy.

We suspect he's about to get 'dropped'





## GET PHYSICAL

### Try the up-close-and-personal approach

Using Bond's guns for the majority of the game is the best approach, but never be afraid to pound an enemy with your fists. Bond has an impressive range of punches, throws and reversals. Hand-to-hand combat is especially useful in the stealth missions.

This is why he's called James "Ball Breaker" Bond



terraces. The ruin is locked, but turn around and you'll see an opening in a terrace. Ride the bike up several flights of stairs and then jump off the ramp-like roofs through the fence. You'll now be in a mountain trail. Now, gain some speed for the upcoming two jumps. Gain enough speed to leap over the ledge through the doors of a store. Turn left and gather speed again to clear two more upcoming jumps. You'll then be on another mountain trail. There are another four jumps.

On the last jump, aim to land on the right side of the platform. The left-hand side will place you on a rocky, wooden bridge that breaks. Speed up on the right side and launch for the grassy area. Be careful when riding down the cliff. Hug the wall and prepare for the last jump.

### DIABOLO'S PLAN

Use the EMP device to avoid being tortured by the mechanical probe. Pick up your equipment, find the computer and press the elevator switch. Turn around, go forward and then left. Go up the elevator. Go to the conveyor belt, shoot the red wheels to avoid the "stompers", run to the end and exit at the right-hand side. Shoot the first exhaust system on your left, which has a yellow sign next to it. Turn around, walk to the end of the metal bridge and shoot the second exhaust. Rappel up the wire wall. Go through the door on your right. Go down the stairs, left and then down some more stairs. Access the computer terminal on your left and press the button to deactivate the lasers on the elevator upstairs. Go back up the stairs, get in the elevator and go up.

### THE PLATINUM WAVE

Shoot the wall twice with your missiles. Turn right, then left through the mall. Turn right, go ahead and then turn left. You'll find yourself behind the back of a big building.



Shoot the door down and then go inside. Turn down the first left and use the nano shells to diffuse the bomb in the water. Turn around, go back up the tunnel and turn left. Shoot the three pillars with the nano shells, turn around, then head back out. When you're outside, turn right, and right again. Fire the nano shells at the helicopter to destroy it.

### DANGEROUS DESCENT

Go down the stairs and rappel down the adjacent wall. Don't worry about the horizontal lasers, just the vertical ones. Go through the wide side door opposite the plane. Activate the lift switch, then head over to the other side of the tunnel. Now activate the second lift switch. Go back to the room with the plane.

You'll need to quickly shoot the four brake controls (they're in each corner) while dodging enemy fire. To beat Jaws, move as far back as possible and roll under his flame. When he turns his back on you, quickly shoot his flamethrower backpack.

### RED UNDERGROUND

Rappel up the double door. Shoot as many enemies as you can from the roof, so it's easier when you're on the floor. Dodge the rockets fired from the rocket launcher, then rappel down. After you kill the first rocket-toting grunt, fire the rocket launcher at the enemy firing his rockets at his bunker. When you've taken out most of the enemies, an invisible guard will appear. Use your thermo-vision to spot and kill him. To the left of the wall is a barricaded ramp. Drop below the nearby tank jacks. Go straight ahead, weave through the crates and turn left. Here, you'll see a lift switch. Ignore it, go right and enter the lift. Activate the switch in here and go up.

Go forward to the booth with the red and yellow USSR sign. Activate the switch to lower the bridge. Go forward and over the bridge, heading towards the grey USSR sign. Activate the computers to open the door. Kill both rocket-firing enemies and head to the next door.

### THE FINAL CARD

Use the network tap on either turret to lock onto it. Line the turret up with the middle computer screen and soon enough you'll see Diavolo in a small bubble attached to the roof. Blast it. Turn around, go left and press the first silo switch. Turn around, follow the handrail and press the second silo switch. Go down the nearby stairs to the red carpet, turn right when it finishes, and soon you'll spot another silo switch. Press it. Turn around, go past the red carpet again and press the final silo switch. Turn around, and use the Q Spider to crawl through the air vent. When you reach the wrench, detonate the spider. Go back the way you came.

Now you'll face Diavolo in his jet. He'll issue two types of attacks. The first consists of missiles that can be outrun. However, if you only see them at the last minute, roll away from them to minimise damage. This is his main attack. Additionally, he'll occasionally fire his machinegun at you. This does a lot of damage, so run to either side of the room to avoid wrath. That said, the fire from his machinegun can bust open the adjacent crates. These

Don't look now but there's a guided missile behind you!



Bond gets ready to say a good "throw away" line







How can he be the world's greatest spy and miss from that distance?



contain rocket launcher ammo. Using the rocket launcher, try to shoot through the holes in the lift shaft and clip the vile reprobate's wings.

## EVERYTHING OR NOTHING

This last level is quite tough. Don't try to rush through it. Take it slow, as enemies can vastly outnumber you in certain situations. Also, remember to pick up all the ammo from the dead bodies – you're going to need it. There's plenty of armour around, so go back and use it when you're in trouble.

The first few rooms aren't too hard. One will be dark, so use the thermo-vision. Soon you'll see two doors. Roll through these doors and shoot the rocket-firing enemy. Shoot people on the metal railing above you when you have the chance. Hide behind the large storage containers, but be prepared for enemies shooting where you can't see them.

After you've killed everyone and it's quiet, try to go as far forward as you can. Fire will block your progress, so you'll have to turn around and go right. Look to hide behind a container, then kill the enemies that run out. Run to the end, kill any stragglers, then move to the side of the room. Run ahead, but not too

far. There's a rocket-firing enemy on top of the railing, and one hiding near a storage box on the left-hand side. Hide behind a storage box and kill him.

After you've taken care of everyone, run up to the steel shutters. They'll now open and present a slew of emerging enemies. Take care of the invisible guard behind you by using the thermo-vision. Run past the former steel shutters at the end, then take care of another invisible guard with the thermo-vision. Turn right and go inside the building. Take care of more enemies, follow the corridor, then look for a door with the big red and yellow USSR emblem. Head inside.

Finally, the end of the game is near. Take the rocket launcher ammo on your left. Diavolo will shoot a rocket straight at you. Run away. It's time to play hit and fade. Fire a single rocket at Diavolo and then sprint away for cover. Repeat this a few times. Now run for the turret on your right, being careful to avoid the heat. When you get to the turret, shoot the missile three times to destroy it. Cue the familiar scene of our favourite spy gearing up for his preferred hedonistic reward – the scoundrel!

## RECRUIT A FRIEND

### Try out the multiplayer mode

After you've finished the main game why not grab a buddy and play through the game's co-operative missions or see who's the real super spy in the deathmatch mode? Just be aware that the lives are very limited in the co-op mode.



Why do guys with metal hands always get the hot girls?





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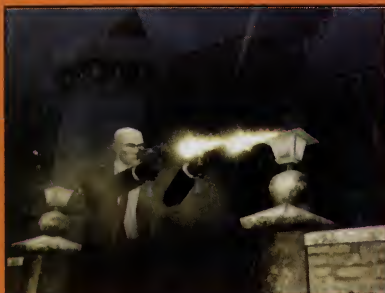


# CODE-U-LIKE

Need to cheat your way to victory on a certain game? Here are the codes you should use.

## HITMAN: CONTRACTS

(SLES 52132)



Agent 47's latest missions giving you grief? If there's a stage you absolutely can't get past, try entering this code during gameplay. It'll make you complete the current mission with a 'Silent Assassin' rating:

**△, △, ↑, ↓, ×, L3, ○, ×, ○, ×**

Alternatively, to activate a complete level select, enabling you to jump to any level, tap in this code during gameplay:

**○, △, ○, ←, ↑, →, △, △**

## BAD BOYS II

(SLES 51772)

The film is hilariously, awesomely dumb and action-packed, but the game never quite manages live up to it. Still, if you've got a copy you'll no doubt want to unlock everything possible. To do so, go to the 'Press Start' screen (the one before the main menu) and tap in this code. If you do it right you should hear a gunshot:

**○, ↑, ○, △, →, ↓**

## FIGHT NIGHT 2004

(SLES 52374)



The best boxing game since *Rocky*, and no doubt the start of another very successful EA Sports franchise. There's a bunch of bonus boxers that you can unlock by playing through the game properly, but there's also a number of codes that will open up some fun extras.

For example, to unlock the bonus fighter Big Tigger, go to the Main Menu, select My Corner, then Record Book, then Most Wins-Boxer, then press Up twice.

If you need to unlock all the game's venues, go to the main menu and press:

**←, ←, ←, →, →, →, ←, →, →**

And to give all the boxers big heads (a classic videogame bonus!), just tap in these directions on the main menu:

**←, →, ←, →, ←, →, ←**

## TRANSFORMERS

(SLES 52388)



This game allowed us to finally pack away our collection of Transformers toys, after playing with them every day for the last 20 years. Now we've finally conquered the game, it's time to start playing with it, so we've got hold of some fun codes to spice things up a bit. These codes need to be entered while you're at Autobot HQ, on the 'Difficulty Select' screen:

**For Turbo mode:**

**△, △, △, ○, ○, ○, ○, △**

**For Big Head mode:**

**○, ○, ○, ○, △, △, △, △**

**For infinite Powerlink:**

**↑, ↓, ↑, ↓, ○, ○, ○, ○**

**For infinite Stealth** (when you have the Convert Minicon equipped):

**↑, ↑, ↓, ↓, △, △, △, △**

**For all Minicons:**

**△, △, ←, →, ←, →, ○, ○**

**To complete the Alaska level:**

**△, ○, △, ○, ←, ←, →, ←**

**To complete the Deep Amazon level:**

**←, →, ←, ←, →, △, △, Circle**

**To complete the Earth level:**

**△, △, △, △, ○, ○, ○, ○**

**To complete the Mid-Atlantic level:**

**○, ○, ○, ○, →, ←, ←, →**

**To complete the Starship level:**

**←, ←, →, ○, ○, →, →, ←**

**To power-up your shots so that you can kill enemies with a single hit**, pause the game when playing and tap this code in. You'll need to do it each time you enter a new level:

**○, ○, ○, ○, △, △, △, △**

## THE CAT IN THE HAT

(SLES 52034)

*The Cat in the Hat* looks like a sweet, cute little game for kiddlers, but getting all the bonuses needed to unlock everything can be tricky. Tap in one of these codes while playing to make things a lot easier.

**To give yourself an extra 10 magic pickups on your pickup counter:**

**△, ↓, △, △, ○, ↓, ↑, ↓, ↑, ↑**

**For four bonus door keys for the level you're currently on:**

**○, △, ↓, △, △, ↑, ○, ↓, ↑, ↓**

**Get an extra life:**

**↑, ↓, ○, △, △, ↓, ↑, ↓, ↓, ↑**

**Unlock all the Gallery items:**

**○, ↓, △, ↓, △, ○, ↑, ○, ↓, ↓**

**And finally, to open up all the levels, press:**

**↓, △, ↑, △, ○, ↓, ↓, ↓, ↓, ↑**

## SHREK 2



Have you seen the movie yet? We haven't. Is it good? It probably is. We quite liked the first one. That bit where she fries the bird's eggs and eats them for breakfast was the funniest bit. Anyway, you came here to find out how to cheat at the game of the movie, didn't you?

**First off, to unlock all the game's levels**, go into the first level, press Start, go into the in-game Scrapbook menu, then tap:

**←, ↑, ×, ○, ○, ○, ↑, ↑, ↑, ↑, ↑**

Now choose to exit the page, select Exit Level and the 'Save Successful' page should appear. Select OK to continue. Now go to Chapter Select and you should be able to enter any level!

**To unlock the bonus games**, do the same thing as before – play the game and pause, then go into the Scrapbook menu. From here, press:

**←, ↑, ×, ○, ○, ○, ○, ○, ○, ○**

Then exit the page, choose to exit the level, confirm the 'Save Successful' page, and you should now be able to access everything in the Bonus menu.

PlayStation  
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**PROMOTION**

# PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

## PS2 CHEATS X SMS

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Calls are charged at \$2.48 per call (incl GST).  
Calls from public or mobile phones are higher.

PIN	GAME	CHEAT
21321	Hitman: Contracts	Level Skip
15681	Bad Boys II	Unlock Everything
18975	Simpsons Hit & Run	Blow up Vehicles In one Hit
18971	Simpsons Hit & Run	All Reward Cars
18976	Simpsons Hit & Run	Night Time Mode
18974	Simpsons Hit & Run	Jumping Car
18973	Simpsons Hit & Run	Faster Cars
18972	Simpsons Hit & Run	Infinite Car Health
20343	Cat in the Hat	Bonus Door Keys
20341	Cat in the Hat	All Levels
20342	Cat in the Hat	Extra Life
09021	Conflict: Desert Storm	Cheat Menu
17551	Finding Nemo	Bonus Level
17554	Finding Nemo	Level Select
17552	Finding Nemo	End Credits
17553	Finding Nemo	God Mode
10641	Gadius	Equip Anything
18730	Medal of Honor: Rising Sun	Unlock All Levels
18731	Medal of Honor: Rising Sun	Unlock Max Ammo
18732	Medal of Honor: Rising Sun	Bullet Shield Mode
18733	Medal of Honor: Rising Sun	Sniper Mode
18734	Medal of Honor: Rising Sun	Silver Bullet Mode
07131	Need for Speed Hot Pursuit 2	BMW Z8
07132	Need for Speed Hot Pursuit 2	HSV Coupe GTS
07134	Need for Speed Hot Pursuit 2	Ferrari F50
07135	Need for Speed Hot Pursuit 2	Ferrari F550
07133	Need for Speed Hot Pursuit 2	McLaren F1
19674	NFS: Underground	Unlock all Sprint Tracks
19673	NFS: Underground	Unlock all Circuit Tracks
19672	NFS: Underground	Unlock all Drift Tracks
19671	NFS: Underground	Unlock all Drag Tracks
11352	Primal	Easy Kill
11351	Primal	Invincibility
19181	Prince of Persia	Level Select
03972	Prisoner of War	All Chapters
03971	Prisoner of War	Unlimited Goodies
11333	Red Faction 2	Gibby Explosions
11332	Red Faction 2	Unlimited Ammo
11331	Red Faction 2	Super Health
11334	Red Faction 2	Unlock All Cheats
17072	Secret Weapons Over Normandy	Invulnerability
17071	Secret Weapons Over Normandy	Infinite Ammo
12721	WakeBoarding Unleashed	Master Code
12722	WakeBoarding Unleashed	All Boarders
12723	WakeBoarding Unleashed	All Gaps
12724	WakeBoarding Unleashed	Level Select
07383	Star Trek Voyager Elite Force	Full Ammo
07382	Star Trek Voyager Elite Force	Full Armour
07381	Star Trek Voyager Elite Force	Invincibility
07380	Star Trek Voyager Elite Force	All Weapons
08314	Star Wars: Bounty Hunter	Unlock Chapter 4
08315	Star Wars: Bounty Hunter	Unlock Chapter 5
08313	Star Wars: Bounty Hunter	Unlock Chapter 3
08312	Star Wars: Bounty Hunter	Unlock Chapter 2
08311	Star Wars: Bounty Hunter	Unlock Chapter 1
06794	Tenchu: Wrath of Heaven	Increase Items
06792	Tenchu: Wrath of Heaven	All Missions
06796	Tenchu: Wrath of Heaven	Hidden Mission
06797	Tenchu: Wrath of Heaven	Bonus Stage
06791	Tenchu: Wrath of Heaven	All Characters
06795	Tenchu: Wrath of Heaven	Recover Health
06793	Tenchu: Wrath of Heaven	Unlock all Items
14261	The Getaway	Double Health
14262	The Getaway	Armoured Car Weapon
15081	The Hulk	Play as Grey Hulk
15082	The Hulk	Invincibility
15087	The Hulk	Double Health for Hulk
15086	The Hulk	Double Health for Enemies
15084	The Hulk	Regenerator
15088	The Hulk	Half Enemies HP
15085	The Hulk	Unlimited Continues
15083	The Hulk	Level Select
11811	Tom Clancy's Ghost Recon	Level Select
11812	Tom Clancy's Ghost Recon	All Special Features
11813	Tom Clancy's Ghost Recon	Invincibility
12271	Tomb Raider: Angel of Darkness	Level Skip
04123	Turok Evolution	Level Skip
04124	Turok Evolution	Ammo
04125	Turok Evolution	Invincibility
04121	Turok Evolution	Invincibility
04122	Turok Evolution	Weapons
12202	Ty The Tasmanian Tiger	Unlock all Technorangs
12201	Ty The Tasmanian Tiger	Show all Items
07671	V8 Supercars Race Driver	Realistic Handling
07672	V8 Supercars Race Driver	Better Damage
09343	WRC 2 Extreme	Overhead View
09345	WRC 2 Extreme	Bouncing Cars
09341	WRC 2 Extreme	Master Code
09342	WRC 2 Extreme	Turbo Mode
12864	X-Men 2: Wolverine's Revenge	Cerebro Files
12863	X-Men 2: Wolverine's Revenge	Cheat Menu
12861	X-Men 2: Wolverine's Revenge	Level Select
12862	X-Men 2: Wolverine's Revenge	All Costumes
12580	007 Nightfire	Bigger Sniper Rifle Clip
12581	007 Nightfire	Level Select
12582	007 Nightfire	Upgrade Q Gadgets
04803	Aggressive Inline	Super Spin
04802	Aggressive Inline	All Secret Characters
04801	Aggressive Inline	All Levels
06722	Baldur's Gate: Dark Alliance	Super Character



# gamestation

Your definitive guide to the ever-expanding library of PlayStation 2 games

So you've just bought a PlayStation 2, and you're immediately confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

GameStation is OPS2's one-stop guide to getting an idea of what's hot and what's not. As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

As PlayStation 2 owners we really are spoiled for choice. There is a massive choice of AAA quality games – many of which are bound to fall under your radar. OPS2 is here to make sure that not too many of them manage to slip through your fingers.

If you just want to find the best of the best, look for the games that receive a Bronze, Silver or Gold award. Enjoy your search!

## GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the latest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reviews and previews, here's your 'at a glance' guide to all things PS2 and technical.

**Afterburn:** An extra kick of power in flight sims.

**AI:** Artificial Intelligence.

**Analogue:** Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

**Boarders:** Snowboarders or games featuring the alpine sport.

**Coin-op:** Coin-operated arcade videogames.

**Cut-scene:** Explanatory, non-playable scene in videogame (also 'FMV').

**CPU:** Central Processor Unit. Brains of PS2.

**Dev kits:** Programmable PS2s used by developers.

**D-pad:** Direction pad on PS2 controller.

**Dual Shock controller:** Controller for PSone.

**Dual Shock 2:** Controller designed for PS2 (with analogue).

**ECTS:** European Computer Trade Show.

**E3:** Electronic Entertainment Expo (US).

**Frame rate:** Number of images drawn per second in games. Higher frame rate = smoother animation.

**FPS:** First-Person Shooter (eg Quake III).

**Hack 'n' slash:** Refers to game (usually fantasy) featuring blade combat.

**High res:** High resolution (graphics).

**HUD:** Head Up Display. Screen furniture such as map, speedometer, etc.

**Iconography:** Graphical shorthand defining game, genre etc.

**Low res:** Refers to poor quality graphics.

**L3:** Pressing down on the PS2 controller's left joystick.

**Mini-games:** Bonus, playable games found in larger titles.

**Polygon:** Building block of videogame graphics.

**PSone:** The precursor to PS2. If you don't know what this is then frankly there's no hope for you.

**Real-time:** When one second of game time equals one second in the real world.

**RPG:** Role-playing game.

**RTS:** Real-time strategy.

**R3:** Pressing down on the PS2 controller's right joystick.

**Sim:** Simulation.

**Strafe:** Move sideways while looking straight.

**USB:** Port to connect peripherals such as a keyboard to PS2.

*\*If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.*

### .HACK - VOL 1: INFECTION

An addictive new spin on the RPG genre that takes it into new territory.

★ OVERALL 08

BRONZE  
PlayStation 2

### 007 NIGHTFIRE

Aside from the occasionally lily AI, this has enough variety to make a solid single player game, and the multiplayer gives it longevity.

★ OVERALL 08

BRONZE  
PlayStation 2

### 18 WHEELER

Brash, chunky and colourful truck racer. Unfortunately it just doesn't offer enough substance to satisfy the hardened gamer.

OVERALL 06

### 2002 FIFA WORLD CUP

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but sadly lacking in game modes.

OVERALL 07

### ACE COMBAT: DISTANT THUNDER

Best Ace Combat yet. A graphically-polished flight sim with a variety of missions. Best with a flight-stick of some kind.

OVERALL 07

### AFL LIVE PREMIERSHIP EDITION

Plays a better game of footy, but it's not a vast improvement over its predecessor.

OVERALL 06

### AGGRESSIVE INLINE

There's more than enough inline action to keep you impressed and entertained until the next Tony Hawk says, "Buy me, dude!"

★ OVERALL 08

BRONZE  
PlayStation 2

### AIRBLADE

Intricate visuals, sublime handling, massive ails – everything you could want hoverboarding to be. Back to the future anyone?

★ OVERALL 08

BRONZE  
PlayStation 2

### ALL-STAR BASEBALL 2002

An enjoyable all-round game of baseball with oodles of depth, and surprisingly compelling to watch as well as to play.

OVERALL 07

### AMPLITUDE

An addictive mixture of reflexes and music timing. Weak graphics but great gameplay.

★ OVERALL 08

BRONZE  
PlayStation 2

### AQUA AQUA: WETRIX 2.0

Addictive, well-realised update of the N64 puzzler Wetrrix. Essentially it's Tetris with water. Weird, but worthwhile.

OVERALL 07

### ARC THE LAD: TWILIGHT OF THE SPIRITS

It isn't original but Arc the Lad is a welcome addition to the list of next-generation RPGs.

OVERALL 07

### ARMORED CORE 2

Infinitely-tweakable first-person mech shooter. Not for the casual gamer after a quick fix, but perfect for those who love their sims.

OVERALL 07

### ARMY MEN AIR ATTACK: BLADE'S REVENGE

Very dull helicopter game. Hardly surprising from arguably the worst series of games to grace a console.

OVERALL 02

### ARMY MEN: GREEN ROGUE

On-rail shooter that manages to sink to new depths of soldiering tedium. Avoid at all costs.

OVERALL 01

### ATV OFFROAD FURY 2

More of the same, with new tracks, riders, racing modes and plenty of good old fashioned fun.

★ OVERALL 08

BRONZE  
PlayStation 2

### AUTO MODELLISTA

The love-child of cel-shaded graphics and Gran Turismo. Despite its cartoony appearance, this is a fairly serious racing game.

★ OVERALL 08

BRONZE  
PlayStation 2

### BACKYARD WRESTLING: DON'T TRY THIS AT HOME

When they titled this brawler Don't Try This At Home – did they mean the game?

OVERALL 06

### BALDUR'S GATE: DARK ALLIANCE II

Worthwhile if you're after a hack 'n' slash with D&D style, but the game shows its age worse than Cher.

OVERALL 07

## YOUR KEY TO SHORTLIST

### GOLD

Only for games that scored the elusive 9/10.

### SILVER

Awarded to games with a mighty 9/10.

### BRONZE

Given to games that scored an impressive 8/10.

## ANYONE WITH A PSONE FETISH?

We're still getting ourselves plenty of PSone action – and it's great!



PlayStation

Anyone remember the Micro Machines games? This series was one of the most successful for fledgling English developer Codemasters and it harked back to the early days of consoles with its simple, fun gameplay. For our money though, it was the largely overlooked Micro Maniacs game that stood out from the rest of the series. In this game, you didn't actually race miniature speedboats or sports cars any more. The series saw you racing little creatures! Admittedly, such a concept doesn't sound all that great, but it was the fantastic levels that really made the game and gave it its charm. Running around kitchens and bouncing off jelly was way more innovative than rally cars on dirt tracks!

### BEYOND GOOD & EVIL

Compelling and original. It manages to cross multiple genres and is bizarre, unique and engaging all at once.

★ OVERALL 08

BRONZE  
PlayStation 2

### BLOODRAYNE

BloodRayne is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun you won't care.

★ OVERALL 08

BRONZE  
PlayStation 2

### BOMBERMAN KART

As much fun as four people can have with fifty bucks. It's worth it just for the original 2D Bomberman.

OVERALL 07

### BUFFY 2: CHAOS BLOODS

Full of action and adventure, Chaos Bloods is a worthy addition to the Buffy legacy.

OVERALL 07

### BURNOUT 2: POINT OF IMPACT

An even more intense racing experience than its predecessor. The Fast & the Furious in a video game.

★ OVERALL 08

BRONZE  
PlayStation 2

### CASTLEVANIA: LAMENT OF INNOCENCE

Better whip and dungeon action than Larry Wachowski's last all-nighter at the Hellfire Club.

★ OVERALL 09

SILVER  
PlayStation 2

### CHAMPIONS OF NORRATH

While it doesn't reinvent the Baldur's Gate wheel, it does refine it so that even RPG haters will be charmed.

★ OVERALL 08

BRONZE  
PlayStation 2

### CLUB FOOTBALL

The second best soccer game on PS2. Superior to the FIFA games but PES still gives it a thrashing.

★ OVERALL 08

BRONZE  
PlayStation 2

### COLIN MCRAE RALLY 4

One for experts and newbies alike, Colin 4 is a superlative rally sim with a tank full of fun.

★ OVERALL 09

SILVER  
PlayStation 2

### CONFLICT DESERT STORM II

It's not perfect but it improves on its predecessor by a long shot. War may be hell but this certainly isn't.

★ OVERALL 08

BRONZE  
PlayStation 2

### CONTRA: SHATTERED SOLDIER

A fantastic trip down memory lane for old school veterans, but Contra may confuse or confound the contemporary gamer.

OVERALL 07

### CRASH NITRO KART

With a little spit and polish, CNK could have been in pole position, but its faults leave it lagging behind.

OVERALL 06

### CRAZY TAXI

Arcade thrills aplenty in this no-holds-barred city-smashing racer. If you want speed, buy this now.

★ OVERALL 08

BRONZE  
PlayStation 2

### CRICKET 2004

Howzat? Not outstanding. Comes close to being great, but falls short due to the inherited flaws of Cricket 2002.

OVERALL 07

### DANCE UK

Great songs (Junior Senior, Sophie Ellis-Bextor, Run DMC), excellent add-ons (non-slip mat, karaoke headset) and great value. Well worth a punt – and it'll get you back in shape!

OVERALL 07

### DANCING STAGE MEGAMIX

Top sweaty disco fun, marred by a flimsy selection of songs. All together now – big fish, little fish, cardboard box.

OVERALL 07

### DARK CHRONICLE

If you've finished FFX and need a new fix, look no further. This is top-tier RPG fare, an essential purchase.

★ OVERALL 09

SILVER  
PlayStation 2

### DEF JAM VENDETTA

Some more options would have made this a true champion, but it's still a worthy contender. SmackDown watch out!

★ OVERALL 08

BRONZE  
PlayStation 2

### DEUS EX

The thinking man's action shooter and genre-busting game that redefines expectations. Superb.

★ OVERALL 09

SILVER  
PlayStation 2





#### DEVIL MAY CRY

★ OVERALL 09

Melding battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely.

**SILVER**  
PlayStation 2

#### DEVIL MAY CRY 2

★ OVERALL 08

Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkies.

**BRONZE**  
PlayStation 2

#### DISNEY'S EXTREME SKATE ADVENTURE

★ OVERALL 08

Just as fun as any other skater out there, just skewed toward the youngsters.

**BRONZE**  
PlayStation 2

#### DISNEY'S THE HAUNTED MANSION

OVERALL 07

Aimed at younger audiences, so it's neither terribly complicated or difficult, but when all's said and done it's simple and addictive. Well-rounded and worth a few hours of exploration.

#### DOWNHILL DOMINATION

OVERALL 07

Downhill Domination is a fine extreme racer that should appeal to all daredevil freaks.

#### DRAKENGARD

OVERALL 07

An action-RPG featuring dragon-based shooting sections and beat-'em-up swordplay. Repetitive and simplistic gameplay make this little more than a brawler, but it is additively appealing.

#### DROPSHIP: UNITED PEACE FORCE

★ OVERALL 08

Impressive combat sim that rewards commitment with paced and varied gameplay.

**BRONZE**  
PlayStation 2

#### DYNASTY TACTICS 2

OVERALL 07

Dynasty Tactics 2 is purely one for the more masochistic strategy gurus. You know who you are.

#### DYNASTY WARRIORS 4: XTREME LEGENDS

OVERALL 07

Dynasty Warriors 4: Xtreme Legends is strictly one for the beat-'em-up fans. Just don't call it mindless.

#### ENDGAME

★ OVERALL 09

Sets a new standard in the lightgun shooter genre. Innovative, refreshing and most of all, a tonne of fun.

**SILVER**  
PlayStation 2

#### ENTER THE MATRIX

OVERALL 07

Despite a painful lack of depth ETM is an enjoyable package for anyone after another dose of Matrix mayhem.

#### ESCAPE FROM MONKEY ISLAND

★ OVERALL 08

Adventure that includes smart visuals, witty script and intelligent puzzles.

**BRONZE**  
PlayStation 2

#### ESPN NATIONAL HOCKEY NIGHT

OVERALL 06

Other hockey sims on the market with better gameplay put this in the sin bin.

#### ESPN NBA BASKETBALL

★ OVERALL 08

ESPN NBA Basketball slams the competition with its slick presentation and innovative modes.

**BRONZE**  
PlayStation 2

#### ESPN NFL FOOTBALL

★ OVERALL 09

If this game's quality was put into a local game, the results would be incredible. Until then, go for the stars and stripes.

**SILVER**  
PlayStation 2

#### ESPN NHL HOCKEY

★ OVERALL 09

A fast flowing game with plenty of depth. A no-brainer for hockey fans but a still a solid game for everyone else.

**SILVER**  
PlayStation 2

#### EVERQUEST ONLINE ADVENTURES

OVERALL 07

EverQuest Online Adventures offers rewards for the persistent, but it can be a pretty tough slog getting there.

#### EVIL TWIN

OVERALL 05

Adventure from the dark side of platforming. Average, so-so animation with 76 levels of twisted plot.

#### EXTERMINATION

OVERALL 07

Alien-inspired survival horror-fest that is set in a deserted Antarctic research base. Positively crawling with cool design innovations.

#### EXTREME-G 3

★ OVERALL 08

A neon beast of a future bike racer that requires skill and brains. Takes some 'inspiration' from the Wineout series.

**BRONZE**  
PlayStation 2

#### EYE TOY: PLAY

★ OVERALL 08

Forget the fact that it's marketed at casual gamers; give it a try, because when it comes to Eye Toy, seeing is believing.

**BRONZE**  
PlayStation 2

#### EYE TOY: GROOVE

OVERALL 06

Groove is a victim of the diversity of its predecessor. The lack of variety offered by this dancing title undoubtedly narrows its appeal.

#### F1 CAREER CHALLENGE

OVERALL 07

At last, an F1 game that makes a priority of excitement and thrills over worthy but dull simulation.

#### FIFA FOOTBALL 2004

OVERALL 07

The best FIFA yet but it's miles behind PES3. It has all the bells and whistles, but the gameplay is still lacking.

#### FIGHT NIGHT 2004

★ OVERALL 08

If Fight Night 2004 were a boxer, it would quite rightly quip, "I am the greatest!"

**BRONZE**  
PlayStation 2

#### FINAL FANTASY X

★ OVERALL 09

Nothing else needs to be said about this brilliant RPG. A classic Square adventure with next-gen presentation and production.

**SILVER**  
PlayStation 2

#### FINAL FANTASY X-2

★ OVERALL 09

FFX-2 is a huge, sprawling RPG adventure that is well worth the attention of even the most casual fan.

**SILVER**  
PlayStation 2

#### FORBIDDEN SIREN

★ OVERALL 08

This game belongs on the shelf of every survival horror buff. Hell - it belongs on every gamer's shelf.

**BRONZE**  
PlayStation 2

#### FREEDOM FIGHTERS

★ OVERALL 09

Slight imperfections are swamped by an utterly addictive and clever game experience. You must play this.

**SILVER**  
PlayStation 2

#### FUTURAMA

OVERALL 06

With a bit more of polish this could have been shinier than Bender's metal ass.

#### FUR FIGHTERS

★ OVERALL 08

Cute fluffy creatures armed to the teeth with shotguns blast each other to pieces. The toy cupboard will never look innocent again.

**BRONZE**  
PlayStation 2

#### GHOSTHUNTER

★ OVERALL 08

It doesn't quite live up to its [huge] potential but it's original, scary, exciting and well worth a look.

**BRONZE**  
PlayStation 2

#### GHOST RECON

OVERALL 07

A squad-based first person shooter that suffers from a cumbersome interface for ordering troops about, often degenerating into arcade-style run-and-gun gaming.

**BRONZE**  
PlayStation 2

#### GIANTS: CITIZEN KABUTO

OVERALL 06

The Reaper might be cool, but loading times hamper this port of a complex PC battle game.

#### GITAROO MAN

★ OVERALL 08

If you have a PS2 collection, you should definitely have at least one game like this one in there! Check it out.

**BRONZE**  
PlayStation 2

#### GLOBAL TOURING CHALLENGE: AFRICA

OVERALL 07

An impressive racer that is further lifted by clever use of interesting locations.

#### GRAND THEFT AUTO 3

★ OVERALL 10

Not quite as good as its neon-soaked, '80s prequel but it's still fantastic fun and can now be found for bargain prices.

**GOLD**  
PlayStation 2

#### GRAND THEFT AUTO: VICE CITY

★ OVERALL 10

Better than GTA 3 Cars, crooks, coke, and chaos with total freedom to do what you want. A must have for any gamer, serious or not.

**GOLD**  
PlayStation 2

#### GRAN TURISMO 3: A-SPEC

★ OVERALL 09

If you didn't know already, GT3 is the greatest racing game in the world. Speed down to the store and buy it now.

**SILVER**  
PlayStation 2

#### GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

★ OVERALL 08

A more accessible version of GT3, with concept cars. Perfect for those who just want to race, rather than play mechanic.

**BRONZE**  
PlayStation 2

#### GRAN TURISMO 4: PROLOGUE

★ OVERALL 08

Has the distinct feel of being a demo, but will definitely keep racing freaks happy until Gran Turismo 4 hits shelves.

**BRONZE**  
PlayStation 2

#### GREGORY HORROR SHOW

★ OVERALL 08

A truly ghoulish treat for fans of the survival horror genre who fancy something a little different.

**BRONZE**  
PlayStation 2

#### G-SURFERS

OVERALL 07

Futuristic racer that's improved by an innovative track editor.

#### GUILTY GEAR X

★ OVERALL 08

Pushes hard at beat-'em-up boundaries. The start of a new wave of next-gen 2D fighters.

**BRONZE**  
PlayStation 2

#### GUNGRAVE

OVERALL 06

Bizarre Manga inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

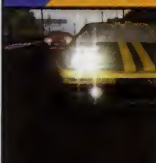
#### GUN GRIFFON BLAZE

OVERALL 07

A mech shooter for robot obsessive-types everywhere.

## TOP 5

GAMES TO AVOID  
WE MEAN IT!



### 1. LOTUS CHALLENGE

Pathetic racing. Don't even buy it if you LOVE Lotus cars! You'll have more fun washing your dog with a squeegee.

### 2. SILPHEED

Never heard of it? Try your hardest to keep it that way! An absolute joke.

### 3. FLINTSTONES IN VIVA ROCK VEGAS

A great cartoon let down by an awful kart racer... Fred and Barney would be ashamed.

### 4. DRACULA 2: THE LAST SANCTUARY

This PSone game is best left dead and buried. A woeful excuse that's as worthless as foam.

### 5. NEXT GENERATION TENNIS

Don't even get us started. Please. Arrgggh! We can't help it. Worse than the Scud after a night out with Delta.

#### HALF-LIFE

★ OVERALL 09

The award-winning PC first-person shooter/adventure arrives on PS2 in resplendent form. An essential purchase.

**SILVER**  
PlayStation 2

#### HARRY POTTER AND THE CHAMBER OF SECRETS

★ OVERALL 08

Simplistic puzzles and gorgeous graphics make this a winner for younger fans of the books and films.

**BRONZE**  
PlayStation 2

#### HARRY POTTER: QUIDDITCH WORLD CUP

OVERALL 07

Harry Potter: Quidditch World Cup is an entertainingly original title, but lacking in variety and challenge.

#### HITMAN 2: SILENT ASSASSIN

★ OVERALL 09

A disturbingly realistic take on living the life of a hired killer. Not one for the squeamish, but it contains brilliant gaming.

**SILVER**  
PlayStation 2

#### HITMAN: CONTRACTS

★ OVERALL 08

Patient assassins will be rewarded with creative gameplay, but action junkies might find the pace a bit too slow.

**BRONZE**  
PlayStation 2

#### INDIANA JONES & THE EMPEROR'S TOMB

OVERALL 07

High adventure 3D platform gaming let down by some unforgivable technical issues.

#### I-NINJA

OVERALL 07

While I-Ninja is packed with varied gameplay, its original elements are largely superfluous. Worth a rent though.

#### JAK II: RENEGADE

★ OVERALL 10

Darker and more challenging than its predecessor, Jak II is the best platform game we've ever seen!

**GOLD**  
PlayStation 2

#### JAK AND DAXTER: THE PRECURSOR LEGACY

★ OVERALL 09

A brilliant platformer from the makers of Crash Bandicoot that introduces two heroes you'll be seeing a lot more of.

**SILVER**  
PlayStation 2

#### JAMES BOND: EVERYTHING OR NOTHING

★ OVERALL 08

Looks and plays just like the films. Maybe a little too Metal Gear Solid-Lite but it's perfect popcorn action.

**BRONZE**  
PlayStation 2

#### JUDGE DREDD: DREDD VS DEATH

★ OVERALL 08

A little lightweight but the multiplayer modes and arcade missions keep Dredd out of jail.

**BRONZE**  
PlayStation 2

#### JURASSIC PARK: PROJECT GENESIS

OVERALL 07

A prehistoric premise, sure. But Operation Genesis puts a fresh spin on the God sim genre. Hammond would be proud.

#### KENGO: MASTER OF BUSHIDO

OVERALL 06

A padded-out Training mode makes up for this smart ninja fighter's otherwise rather limited nature.

#### KELLY SLATER'S PRO SURFER

★ OVERALL 08

A bit too similar to Tony Hawk for our liking, but still the best surfing game around.

**BRONZE**  
PlayStation 2

#### KILL SWITCH

OVERALL 07

As third-person shooters go, it's quite a lot of fun. Just don't go in expecting the next Splinter Cell.

#### KINGDOM HEARTS

★ OVERALL 08

A beautifully produced RPG with Disney and Square characters. Don't let the kiddie vibe fool you, this one's very tough.

**BRONZE**  
PlayStation 2

#### KLONOA 2: LUNATEA'S VEIL

★ OVERALL 08

Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. Fun stuff.

**BRONZE**  
PlayStation 2

#### KNOCKOUT KINGS 2001

OVERALL 06

A more-than-competent boxing sim. Not a match for Rocky though.

#### KYA: DARK LINEAGE

OVERALL 07

A well-rounded platforming experience. Missing a few bells and whistles but very respectable fun.





#### LORD OF THE RINGS: THE RETURN OF THE KING

★ OVERALL 09

Meaty button-mashing for the masses. Movie-to-game licenses are almost never this good. And it's a two-player game.

**SILVER**  
PlayStation 2

#### MACE GRIFFIN: BOUNTY HUNTER

★ OVERALL 08

A hype-free, classy intermesh of different styles makes for one of the most compelling games of the year.

**BRONZE**  
PlayStation 2

#### MADDEN NFL 2004

★ OVERALL 09

Not just for those who already love padding-up, this is a great game, whatever your tastes.

**SILVER**  
PlayStation 2

#### MAFIA

OVERALL 07

Mafia is a slick title that could have been a classic if the driving sections weren't so dull. Close but no cigar.

#### MANHUNT

★ OVERALL 08

Manhunt is a solid, enjoyable stealth-'em-up with utterly engaging gameplay. Not one for the kiddies, however.

**BRONZE**  
PlayStation 2

#### MAX PAYNE 2: THE FALL OF MAX PAYNE

OVERALL 07

Horrendously long loading times and jerkiness spoil some of the best shootouts gaming has to offer.

#### MAXIMO VS ARMY OF ZIN

★ OVERALL 08

Much more accessible than its prequel, with an even more engaging plot.

**BRONZE**  
PlayStation 2

#### MEDAL OF HONOR: RISING SUN

★ OVERALL 09

A game? A movie? MOH is a gruelling experience that packs the best of both worlds.

**SILVER**  
PlayStation 2

#### METAL ARMS: GLITCH IN THE SYSTEM

★ OVERALL 08

If you love blowing stuff up then this will do more than whet your appetite for destruction.

**BRONZE**  
PlayStation 2

#### METAL GEAR SOLID 2: SONS OF LIBERTY

★ OVERALL 10

A must-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story.

**GOLD**  
PlayStation 2

#### METAL GEAR SOLID 2: SUBSTANCE

★ OVERALL 08

Incredibly comprehensive Metal Gear package for newbies but MGS2 owners will struggle to find \$110's worth.

**BRONZE**  
PlayStation 2

#### MICROMACHINES

★ OVERALL 08

Nothing particularly 'next-gen' about this instalment of the series, but an excellent racing diversion nonetheless.

**BRONZE**  
PlayStation 2

#### MIDWAY'S ARCADE TREASURES

★ OVERALL 08

Beer Tapper alone is worth the \$40. Trust us, when this Beer touches your lips it tastes so good! A great retro collection.

**BRONZE**  
PlayStation 2

#### MISSION: IMPOSSIBLE - OPERATION SURMA

★ OVERALL 08

Captures the stealthy stuff perfectly but ignores the other MI staples - car chases and hot chicks!

**BRONZE**  
PlayStation 2

#### MOTO GP2

OVERALL 07

A refreshing bike racer. Slightly repetitive gameplay and a shallow multiplayer, but slick, fast and realistic. Excellent 3D graphics and race replay facility.

#### MOTO GP3

OVERALL 07

A little repetitive and far too similar to the last two games. Still, it's the best motorbike game on the system thus far.

#### MTX: MOTOTRAX

★ OVERALL 08

Despite a few disappointing features, MTX Mototrax is worth wearing some fluorescent leathers for.

**BRONZE**  
PlayStation 2

#### MUPPET PARTY CRUISE

OVERALL 07

All your favourite Muppets battling it out in a series of wacky multiplayer mini-games. Despite some problems, Muppet Party Cruise is still great fun to party with and worthy of an all-nighter.

#### MUSIC 3000

★ OVERALL 09

A mightily authoritative music title, which works as a fun diversion or a serious tool. Unmissable for wannabe bedroom artists.

**SILVER**  
PlayStation 2

#### MX UNLEASHED

★ OVERALL 08

A must for petrol heads. Motocross games are heading in the right direction with MX Unleashed.

**BRONZE**  
PlayStation 2

#### NBA 2K3

★ OVERALL 08

Not only realistic, but packed with plenty of features as well, offering a wide selection of game modes.

**BRONZE**  
PlayStation 2

#### NBA LIVE 2004

★ OVERALL 08

Noticeable better than 2003, but how much more can EA cram into their sports games?

**BRONZE**  
PlayStation 2

#### NBA STREET VOLUME 2

★ OVERALL 09

A must-own for hoop fans and anyone looking for a solid multiplayer title.

**SILVER**  
PlayStation 2

#### NEED FOR SPEED: HOT PURSUIT 2

★ OVERALL 08

A must-own for hoop fans and anyone looking for a solid multiplayer title.

**BRONZE**  
PlayStation 2

#### NEED FOR SPEED: UNDERGROUND

★ OVERALL 09

Sexy, in A1 nick, goes like a greased rat up a drain pipe, ground shaking stereo, no previous owners. It's a steal.

**SILVER**  
PlayStation 2

#### NFL 2K3

★ OVERALL 09

This is the game to own for anyone into American football thanks to its ultra-realistic graphics and gameplay.

**SILVER**  
PlayStation 2

#### NFL STREET

★ OVERALL 08

Forget street cricket, NFL Street is so fun that it'll have kids playing it on the streets, yelling 'so long'.

**BRONZE**  
PlayStation 2

#### NHL 2K3

★ OVERALL 08

Excellent simulation settings for the die-hard fans, and plenty of arcade thrills for the rest of us.

**BRONZE**  
PlayStation 2

#### NHL 2004

★ OVERALL 08

PS2's finest NHL romp. You'll enjoy this even if you think Wayne Gretzky is some kind of Polish Soup.

**BRONZE**  
PlayStation 2

#### NIGHTSHADE

OVERALL 07

Another hard and fast does of ninja action. It's perfect for anyone who's followed Shinobi from way back when.

#### ONIMUSHA BLADE WARRIORS

OVERALL 06

Decent four-player fighting game featuring Onimusha characters. If you have a multi-tap, or a thirst for demon slaying, this is well worth it.

#### ONIMUSHA: WARLORDS

★ OVERALL 08

Impressive survival horror that lets the PlayStation 2 run riot. Does suffer from an iffy PAL conversion, though.

**BRONZE**  
PlayStation 2

#### OPERATION WINBACK

OVERALL 06

Lacks variety, but still an enjoyable stealth shooter, nevertheless.

#### ORPHEN

OVERALL 04

A disappointing anime-inspired Japanese RPG.

#### PARAPPA THE RAPPER 2

OVERALL 07

Rhythm action game from Japan in which you play a rapping dog. Simple but compelling gameplay. Short life span and only really worth revisiting for nostalgia.

#### PITFALL: THE LOST EXPEDITION

OVERALL 07

It's not going to dethrone any of the current champions in the genre, but it's good chilled-out fun for a while.

#### POLICE 24/7

OVERALL 05

Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot-'em-up.

#### PRIDE FC

★ OVERALL 08

The new king of the ring! Pride FC is the most realistic fighting simulation available on any system to date. Great stuff!

**BRONZE**  
PlayStation 2

#### PRINCE OF PERSIA: SANDS OF TIME

★ OVERALL 09

Prince? More like the King. Ubi Soft has crafted one of the greatest PS2 adventure titles yet!

**SILVER**  
PlayStation 2

#### PRISONER OF WAR

OVERALL 07

Escaping from POW camps is all well and good, but you remain a prisoner of often rigid game objectives. Even so, this is a bold, compelling adventure game.

#### PRO EVOLUTION SOCCER 3

★ OVERALL 09

If you know who Kewell is you must own this. The best soccer, sports and multiplayer game on your PS2.

**SILVER**  
PlayStation 2

#### PROJECT EDEN

★ OVERALL 08

Look beyond some not-great visuals and you'll lose weeks to this complex and satisfying first-person shooter/adventure.

**BRONZE**  
PlayStation 2

#### PROJECT ZERO II: CRIMSON BUTTERFLY

★ OVERALL 09

Quite possibly the scariest game ever made, and it also plays superbly.

**SILVER**  
PlayStation 2

#### QUAKE III

★ OVERALL 09

In four-player, this FPS is solid multiplayer fun. A technical tour de force, it runs smoothly and looks absolutely gorgeous.

**SILVER**  
PlayStation 2

#### RATCHET & CLANK

★ OVERALL 09

Pure platforming bliss from the company behind the original Spyro the Dragon titles on the PSone.

**SILVER**  
PlayStation 2

#### RATCHET & CLANK 2: LOCKED AND LOADED

★ OVERALL 09

Everything you could want in a sequel. It plays brilliantly and though it lacks innovation it's still a real charmer.

**SILVER**  
PlayStation 2

#### RAYMAN 3: HOODLUM HAVOC

OVERALL 07

Rayman offers plenty of 'armless fun but he's no match for Ratchets or Raccoons.

#### RED DEAD REVOLVER

★ OVERALL 08

The classic western is resurrected with a double-barrelled dose of action and fun.

**BRONZE**  
PlayStation 2

#### RED FACTION

★ OVERALL 08

Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the hallowed Quake III.

**BRONZE**  
PlayStation 2

#### RESIDENT EVIL CODE: VERONICA X

★ OVERALL 09

A captivating story, cinematic atmosphere, kinetic action, frights, thrills and copious amounts of blood-letting.

**SILVER**  
PlayStation 2

#### RETURN TO CASTLE WOLFENSTEIN

★ OVERALL 08

Only the high standards of the FPS competition prevent this from being a truly essential buy.

**BRONZE**  
PlayStation 2

#### REZ

★ OVERALL 09

Exploring the relationship between sound and colour this techno shooter provides pure gameplay. Unique, and refreshing.

**SILVER**  
PlayStation 2

#### RIDGE RACER V

OVERALL 07

A popular racer, but high hopes were scuppered by the limited size and a lack of originality.

#### RISE TO HONOUR

OVERALL 07

This is as close as you can get to being Jet Li without spending a decade in a Shao Lin temple.

#### ROBOTECH: BATTLECRY

OVERALL 07

A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system.

#### ROCKY

★ OVERALL 08

The best boxing title available for PS2. Has a great story mode that takes the player through the movies.

**BRONZE**  
PlayStation 2

#### R. RACING

OVERALL 07

Takes the Ridge Racer series to new, more realistic areas. A fine racer, but you'll get more bang for your buck elsewhere. We wonder if they'll stick with the new formula...

#### R-TYPE FINAL

OVERALL 07

An old-school shoot-'em-up fan's dream, but inconsistent play won't win legions of new fans. Makes up for being a little short with oodles of challenge and copious amounts of unlockables.

#### RUGBY 2004

OVERALL 07

Covers the entirety of the sport well but fails to capture the true feel of it.

#### RUGBY LEAGUE

★ OVERALL 08

An entertaining game which neglected NRL fans can finally enjoy. Long-awaited, but very satisfying!

**BRONZE**  
PlayStation 2

#### RUN LIKE HELL

OVERALL 07

A refreshing sci-fi survival horror title with a host of famous names handling the voice acting.

#### SERIOUS SAM: NEXT ENCOUNTER

OVERALL 07

Mindless violence at its golden best. Fast, frantic, action-packed, witty, gung-ho, noisy, dumb blasting!

#### SHADOW OF MEMORIES

★ OVERALL 08

Filmic adventure that keeps the surprises coming with a serpentine plot.

**BRONZE**  
PlayStation 2

#### SHINOBI

★ OVERALL 08

Shinobi is the kind of frantic, shallow, old school arcade game we don't see enough of anymore. A fast and bloody good time.

**BRONZE**  
PlayStation 2

#### SILENT HILL 2

★ OVERALL 09

One of the most atmospheric and genuinely frightening titles on PS2. Like all of your worst nightmares rolled in to one game.

**SILVER**  
PlayStation 2

#### SILENT HILL 3

★ OVERALL 09

The nastiest game on PlayStation 2 - we dare you to play it!

**SILVER**  
PlayStation 2

#### SILENT SCOPE 2

OVERALL 07

A worthwhile update of this arcade sniper sim, though the formula is looking tired now.

#### SINGSTAR

★ OVERALL 09

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<b>SLED STORM</b>	OVERALL 06
A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.	
<b>SMASH COURT TENNIS PRO TOURNAMENT 2</b>	OVERALL 07
Not a bad tennis game by any stretch. Unfortunately we wanted to see a few more aces served up. Tennis fans would be better off going for the superior Virtua Tennis 2.	
<b>SMUGGLER'S RUN 2: HOSTILE TERRITORIES</b>	OVERALL 07
Impressively big, fast and frantic, but not much different to its predecessor.	
<b>SOCOM II: US NAVY SEALS</b>	★ OVERALL 08
Finally! This is it! The online game we've all been waiting for!	
<b>SONIC HEROES</b>	OVERALL 07
Sonic Heroes is a solid platformer that pays homage to its classic routes but the ol' hedgehog has failed to evolve ...	
<b>SOUL CALIBUR 2</b>	★ OVERALL 10
Finely crafted gameplay, stunning visuals and a high level of polish make SCII an essential purchase.	
<b>SPIDER-MAN</b>	OVERALL 07
It doesn't display huge innovations over its PSone counterpart, although it's a solid and enjoyable Spidey title either way.	
<b>SPHINX AND THE CURSED MUMMY</b>	OVERALL 07
If you're sick of characters crapping on and on in cut-scenes then this will be right up your alley.	
<b>SSX 3</b>	★ OVERALL 09
Delivers an avalanche of adrenalin rushing action, unlike any other snowboarding title out there.	
<b>STARSKY &amp; HUTCH</b>	OVERALL 07
Given the lack of gameplay variety this cop caper shouldn't be as consistently enjoyable as it is.	
<b>STAR WARS: BOUNTY HUNTER</b>	OVERALL 07
Gorgeous to look at, taking the gamer into the Star Wars universe, but is let down by repetitive gameplay.	
<b>STAR WARS: CLONE WARS</b>	OVERALL 07
One for the Star Wars collectors, and a great battlefield in its own right. Shallow but still worth investigation.	
<b>STAR WARS: STARFIGHTER</b>	★ OVERALL 09
Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound effects. Great fun.	
<b>STAR WARS: SUPER BOMBAD RACING</b>	OVERALL 05
Banal cartoon kart racer. The Force is weak with this one.	
<b>STATE OF EMERGENCY</b>	OVERALL 06
A shallow but worryingly enjoyable game that puts the player at the centre of a riot.	
<b>STREET FIGHTER EX3</b>	OVERALL 06
A decent enough 2D/3D fighting game, but is milking the series to death. There are better 2D fighters from the same company.	
<b>STREET HOOPS</b>	OVERALL 06
More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.	
<b>STUNTMAN</b>	★ OVERALL 08
Won't have the wide appeal of the Driver games due to its difficulty, but it's an ingenious concept that thrills and entertains.	
<b>SUMMER HEAT BEACH VOLLEYBALL</b>	OVERALL 07
The best crack at beach volleyball we've seen, but nothing to really set your gaming soul on fire.	
<b>SUMMONER 2</b>	★ OVERALL 08
Follow-up to the RPG launch title. More action orientated than the original, but still an epic adventure for fans of fantasy.	
<b>SUPERCAR STREET CHALLENGE</b>	OVERALL 04
A by-the-book arcade racing game round desolate cities. Nothing to recommend it.	
<b>SWORD OF THE SAMURAI</b>	OVERALL 07
Sword of the Samurai is a slow, ponderous, but intelligent game that combines strategy with gore.	
<b>TARZAN FREERIDE</b>	OVERALL 04
Based on a Disney film of the same name, this tries to be different with 'surfing' tree branches, but it doesn't work.	

<b>TEKKEN TAG TOURNAMENT</b>	★ OVERALL 08
Fantastically playable and graphically spectacular beat-'em-up. The tagging moves make it a worthwhile purchase.	
<b>TEKKEN 4</b>	★ OVERALL 09
Continuing the tradition of fighting game excellence. The first Tekken game to include free-movement.	
<b>TENCHU: WRATH OF HEAVEN</b>	★ OVERALL 08
An infusion of ninja style and killer gameplay across nine sumptuous levels. A great return to form for a classic title.	
<b>TERMINATOR 3: RISE OF THE MACHINES</b>	OVERALL 06
Like Arnie, this game is a likeable dinosaur. Big guns and explosions but last-generation gameplay.	
<b>THE GETAWAY</b>	★ OVERALL 09
Sony's answer to Grand Theft Auto, with a decidedly darker and nastier storyline. Offers an amazingly life-like replica of London.	
<b>THE HOBBIT</b>	OVERALL 07
The Hobbit is a game devoid of challenge and originality, and strictly for the younger Tolkien fans.	
<b>THE HULK</b>	OVERALL 07
Not a smash-hit, but not damaged goods either. An enjoyable beat 'em' up, shame about those stealth sections though.	
<b>THE SIMPSONS: HIT &amp; RUN</b>	★ OVERALL 08
Combine the show's best elements with the best of GTA and you've got an instant, charming winner.	
<b>THE SIMPSONS: ROAD RAGE</b>	OVERALL 06
It's Crazy Taxi but with Bart and Homer behind the wheel.	
<b>THE SIMS: BUSTIN' OUT</b>	★ OVERALL 08
Bustin' Out is slicker than the last game but without enough gameplay enhancements to make it essential.	
<b>THE SUFFERING</b>	★ OVERALL 08
Fans of action and/or horror should definitely NOT miss this one. It's an adventure you won't forget in a hurry.	
<b>THE THING</b>	★ OVERALL 08
Not only does it do justice to the classic horror film, but also introduces fear and trust issues to the survival-horror genre.	
<b>THEME PARK WORLD</b>	OVERALL 07
Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstiles a-spinnin' is your prime directive.	
<b>THIS IS SOCCER 2004</b>	OVERALL 07
The pros outweigh the cons but the cons are annoying. TIS is not as good as Pro Evo 3, but it's certainly closing in.	
<b>THUNDERHAWK: OPERATION PHOENIX</b>	OVERALL 07
A brave attempt to blend arcade and sim with choppers.	
<b>TIGER WOODS PGA TOUR 2004</b>	★ OVERALL 08
The best golf game on PS2, but we're holding our breath for next year's online version.	
<b>TIME CRISIS 3</b>	★ OVERALL 08
Action-packed arcade bullet-fest with plenty of lure for the casual player. Very similar to Time Crisis 2 though.	
<b>TIMESPLITTERS 2</b>	★ OVERALL 10
Takes the multiplayer from TimeSplitters and adds heaps of options. Major visual upgrades, i-Link for 16-player games – the works!	
<b>TOM CLANCY'S GHOST RECON: JUNGLE STORM</b>	★ OVERALL 08
As a budget-priced tactical shooter, Jungle Storm is an absolute bargain. Spend the savings on face paint.	
<b>TOM CLANCY'S RAINBOW SIX 3</b>	OVERALL 07
It falls short of being brilliant. If only it had gone that extra mile. Fingers crossed for next time.	
<b>TOM CLANCY'S SPLINTER CELL</b>	★ OVERALL 10
Move over Snake, Sam's the new special agent in town! Splinter Cell is an innovative game with some very cool touches.	
<b>TOMB RAIDER: THE ANGEL OF DARKNESS</b>	★ OVERALL 08
A little on the slow side but there's no doubting Lara's appeal. The original superstar is back!	
<b>TONY HAWK'S UNDERGROUND</b>	★ OVERALL 09
Neversoft has turned the Hawk series into a Vice City-style adventure. And they've lost none of the charm doing it.	

# TOP 5



## 1. PRO EVO SOCCER 3

Its awesome variety is unrivalled and beats multiplayer games from every other genre. Absolutely superb.

## 2. TIMESPLITTERS

We still prefer the original to settle arguments around the official Gretel is our favourite...

## 3. SOUL CALIBUR II

Just in case we haven't raved enough about this game lately! Astaroth = fat slob.

## 4. ATV OFFROAD FURY

Beautiful and smooth, we can't wait for the third one. Total mayhem!

## 5. SINGSTAR

The only reason it's fifth is because none of us can sing! Boohooohoooo!

<b>TRANSFORMERS</b>	★ OVERALL 06
Intense battles, giant bosses, sweet graphics and over-the-top action! A superb fix for the shooter addicts.	
<b>TRUE CRIME: STREETS OF LA</b>	★ OVERALL 08
A solid shooter that takes GTA's ideas and improves many of them, but loses something along the way.	
<b>TUROK: EVOLUTION</b>	OVERALL 06
Boasts a wicked line-up of weapons and a variety of gaming styles, but suffers from crappy AI and frame rate issues.	
<b>TWISTED METAL: BLACK</b>	★ OVERALL 08
This is everything that you'd expect a Twisted Metal game to be on PS2 – and then some.	
<b>UEFA EURO 2004</b>	★ OVERALL 08
There are a lot of standout elements here, but the core game is yet to catch up to FIFA or Pro Evolution Soccer 3.	
<b>UNREAL TOURNAMENT</b>	★ OVERALL 08
Totally over-the-top first-person shooter. Makes for a nice alternative to Quake III, but is outclassed totally by TimeSplitters 2.	
<b>URBAN FREESTYLE SOCCER</b>	OVERALL 07
UFS is not worth pulling your shirt over your head for, but given a chance it's worth a run.	
<b>V-RALLY 3</b>	★ OVERALL 08
Not as instantly playable as WRC II Extreme or Colin McRae Rally 3 but effort pays off with some very satisfying racing.	
<b>V8 SUPERCAR RACE DRIVER</b>	★ OVERALL 08
Real damage. Real V8s. Real Aussie tracks. Real fun. The best racing game seen so far on the PlayStation 2!	
<b>VAMPIRE NIGHT</b>	★ OVERALL 08
A vampire-blasting light gun extravaganza that looks great but has questionable replay value once the bad boys are all put to rest.	
<b>VIRTUA FIGHTER 4 EVOLUTION</b>	★ OVERALL 08
Packed with things to do, VF4 still lacks the outright fun that makes Soul Calibur a game for everyone.	
<b>VIRTUA TENNIS 2</b>	★ OVERALL 08
Far and away the best Tennis simulation to grace the PS2. The World Circuit mode provides an awesome long term challenge.	
<b>WAKEBOARDING UNLEASHED</b>	★ OVERALL 08
It may be a little wet behind the ears but Unleashed has just as many thrills as its extreme brothers.	
<b>WAR OF THE MONSTERS</b>	OVERALL 07
War of the Monsters is a big, brash game that explodes with charm and burns brightly... but not for very long.	
<b>WARHAMMER 40,000: FIRE WARRIOR</b>	OVERALL 07
A decent FPS with good controls and an interesting story but it doesn't bring anything new to the tabletop.	
<b>WHIPLASH</b>	OVERALL 07
A great sense of humour and warped characters save Whiplash from obscurity as a platformer.	
<b>WIPEOUT FUSION</b>	★ OVERALL 08
Style and substance are here in the most fully realised Wipeout yet. This future racer is as smart and extreme as it gets.	
<b>WORLD CHAMPIONSHIP RUGBY</b>	★ OVERALL 08
A hard-hitting game that encapsulates everything about the sport. The best Union title available at the moment.	
<b>WORMS 3D</b>	OVERALL 07
Drooling Worms fanatics – you know who you are – will grab this in a flash but anyone who drinks their tequila without the little wriggly guys will want to wait for Worms 3D 2.	
<b>WRC 3</b>	★ OVERALL 08
An improvement over its esteemed predecessor, WRC 3 races neck and neck with McRae 04 for rally glory.	
<b>WWE SMACKDOWN! HERE COMES THE PAIN!</b>	★ OVERALL 08
The best there is, the best there was, and the best there ever shall be ... until the next SmackDown!	
<b>XIII</b>	★ OVERALL 09
XIII takes the creaky old FPS and adds fresh style to make it a very worthy purchase.	
<b>X-MEN 2: WOLVERINE'S REVENGE</b>	★ OVERALL 08
A quality action adventure that blends stealth with hand-to-hand combat. Only a few irritations deny it a higher score.	



# INSIDE GAMING

*OPS2* sneaks into the Hollywood gaming studios for the inside scoop on Solid Snake

**OPS2:** We heard rumours that you stormed off the set of *Snow Eater*, vowing to never work with Hideo Kojima again. How do you respond?

**Solid:** Yeah, that's true. I heard they hired Mark Hamill to finish my role. I really don't care anymore. I'm sick of covering up for that weirdo.

**OPS2:** Which "weirdo" is that?

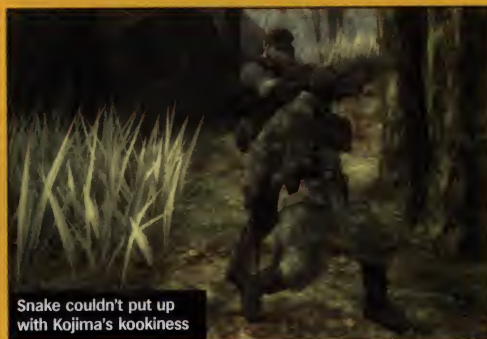
**Solid:** Kojima. The guy's a fucking nutcase. The reason I refused to star in the second half of *Metal Gear Solid 2* was because of that completely inappropriate golden shower scene. When I saw it in the script I just walked off the set. I signed on for a spy game, not a bizarre porno!

**OPS2:** What are you talking about?

**Solid:** You think I'm kidding? Go back and play through *MGS2*. In one section where Raiden is creeping around the outside of the Big Shell, if he manages to get by the windows without being seen there is a bonus cut-scene where a guard takes a wiz out of one of the windows above him. That 'shower' scene is the entire reason Raiden's in the game. Didn't you think it was weird that I just disappeared from the story halfway through? Kojima had to replace me for the entire Big Shell section, and Raiden was the only guy who'd take the gig. That freak will do anything for a paycheck.

**OPS2:** So why did you sign on for *MGS3*?

**Solid:** Well, as you probably noticed, my other roles didn't really pan out. I tried to follow in Arnie's footsteps by doing a few comedies, but *Four Weddings and a Snake* and *Dude, Where's My Snake?* just tanked at the box office. As much as I would have liked to push my career creatively, my two mansions, 11 sports cars, four yachts and 17 girlfriends aren't free, you know? I agreed to do another *Metal Gear* with Kojima if he could keep his mind on the action, and out of his pants. I even made him sign a contract. But then that fucking ridiculous testicle-grabbing nonsense popped up. The moment I saw the scene I quit the project. Now I'll just sue Kojima and spend the rest of my life hanging out with hot chicks.



Solid couldn't put up with Kojima's kookiness

"They call this camouflage?"



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